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From Japan!

- Battle Arena Toshinden 2
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Hot Strategies

- Chrono Trigger (SNES)
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Donkey Kong Country 2
Diddy's Kong Quest
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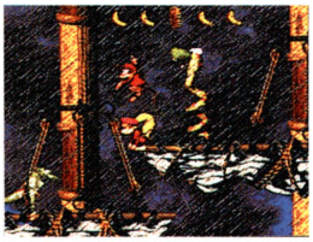
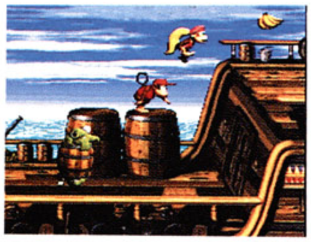
Super Nintendo

Diddy's back and better than ever.

Fasten your seat belt. This monkey's coming full throttle. Donkey Kong Country 2: Diddy's Kong Quest.™ Sleek, stylish and fully loaded. With ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.

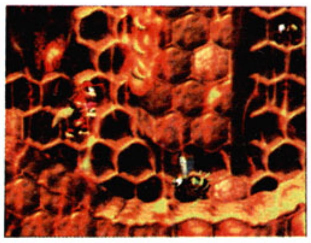


Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!

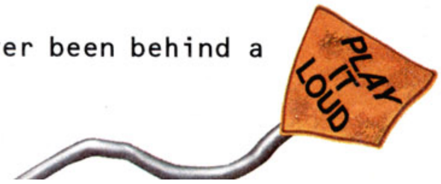
DKC-2
THE PRIMATE STATE

Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the Buddy Toss (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the biggest evolution in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It ain't pretty.)


Look alive! There's more hidden stuff than ever.

Now there are smarter Kremlings out to slap your monkey around. Ouch!



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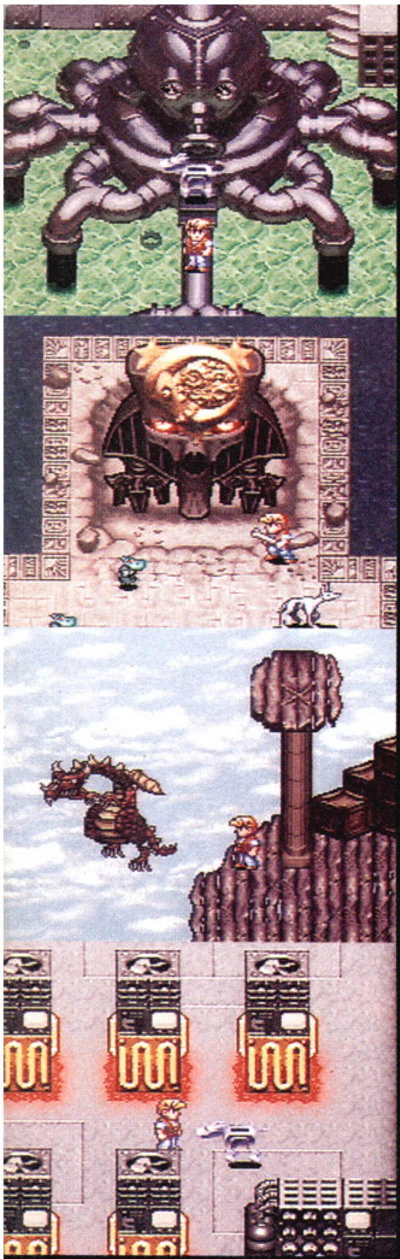

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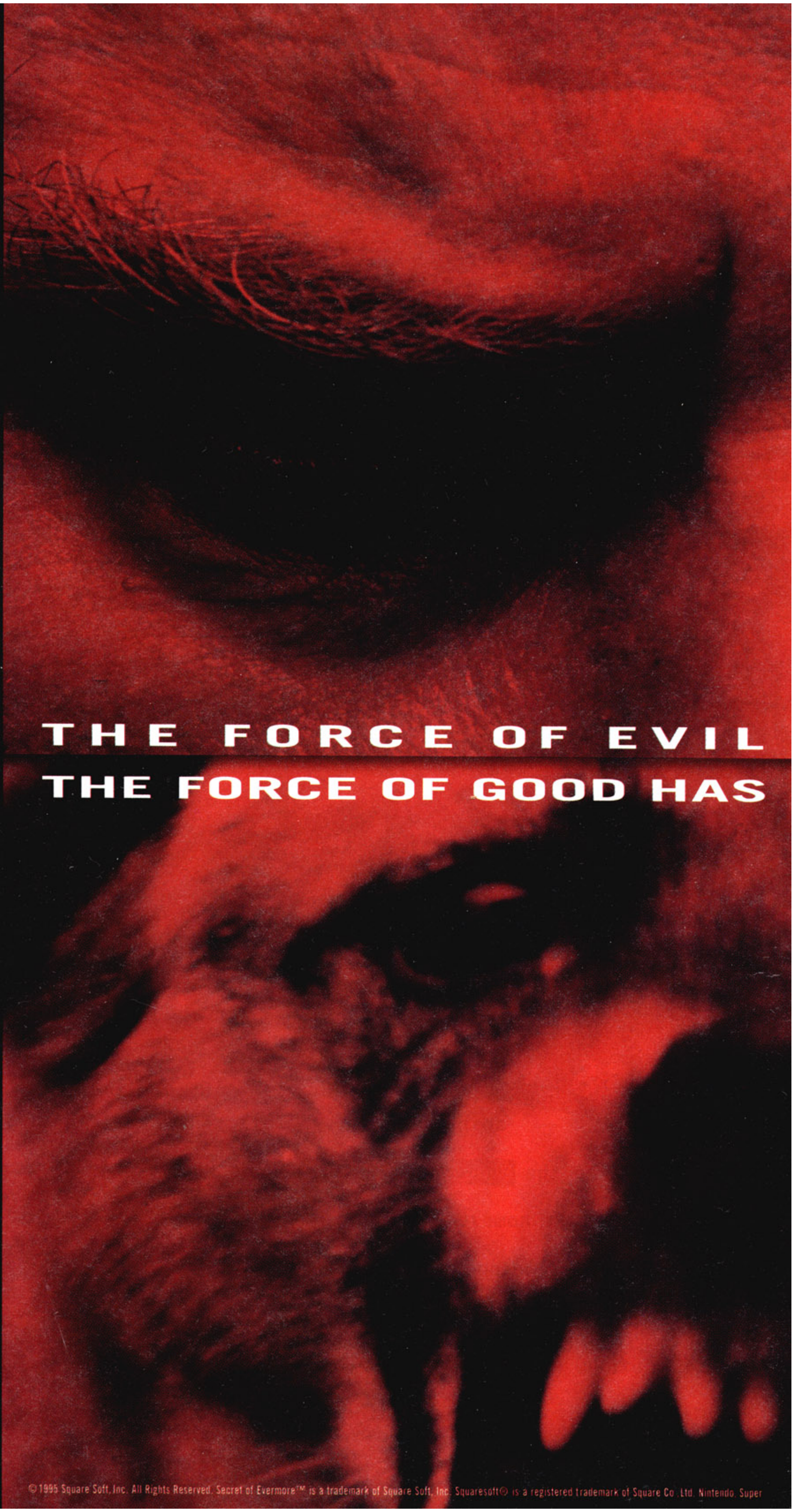

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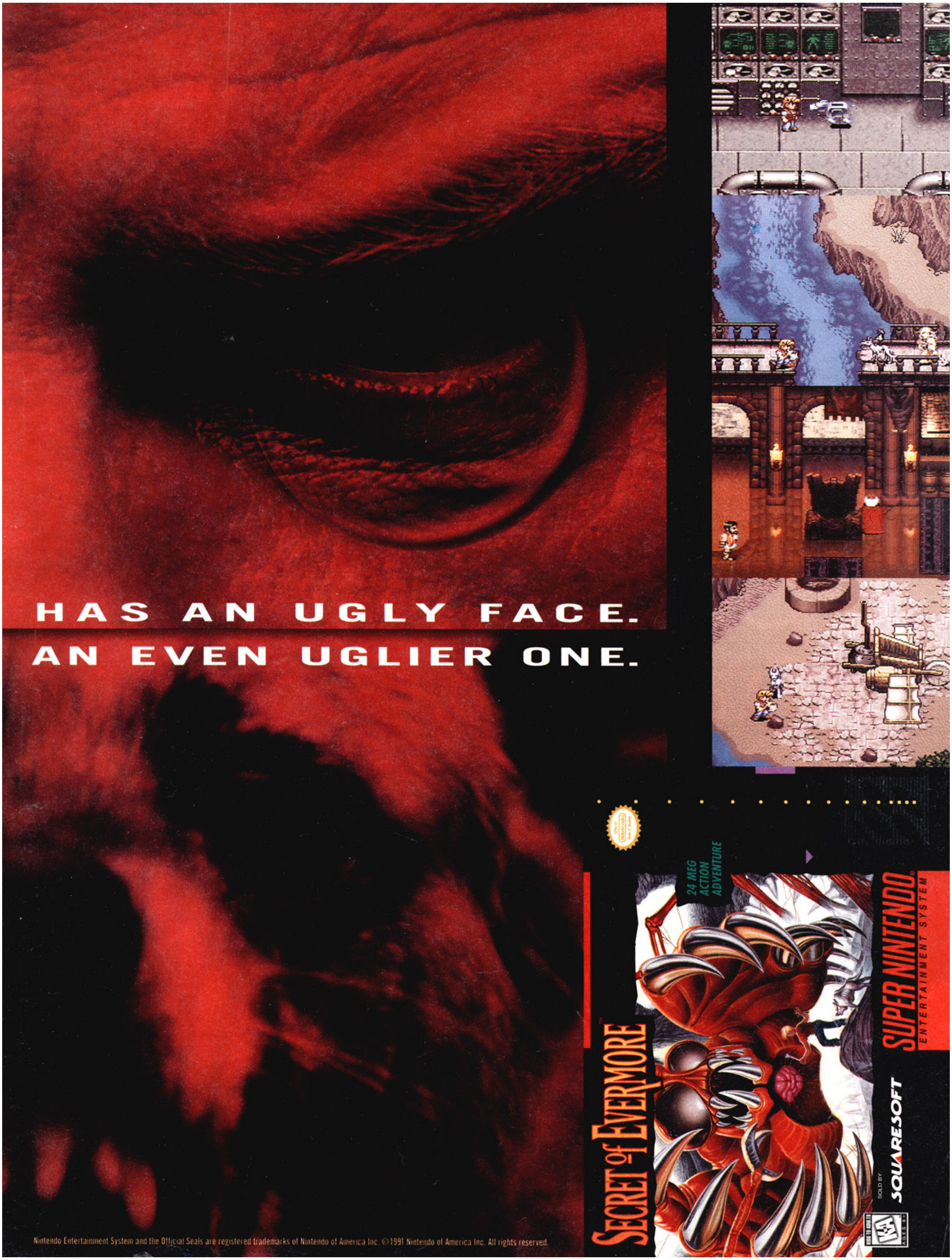
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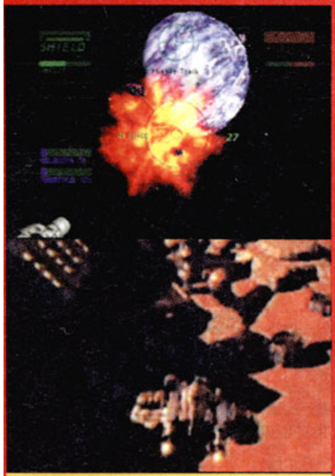

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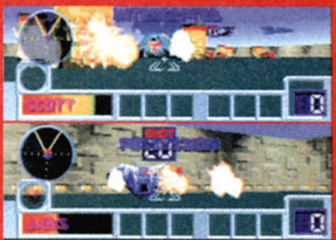

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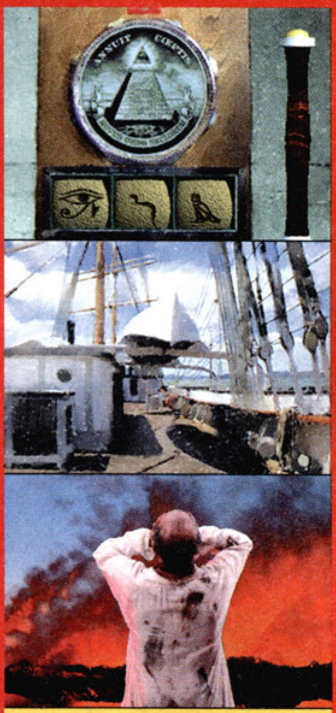

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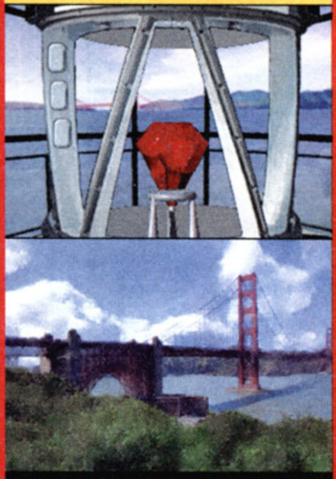

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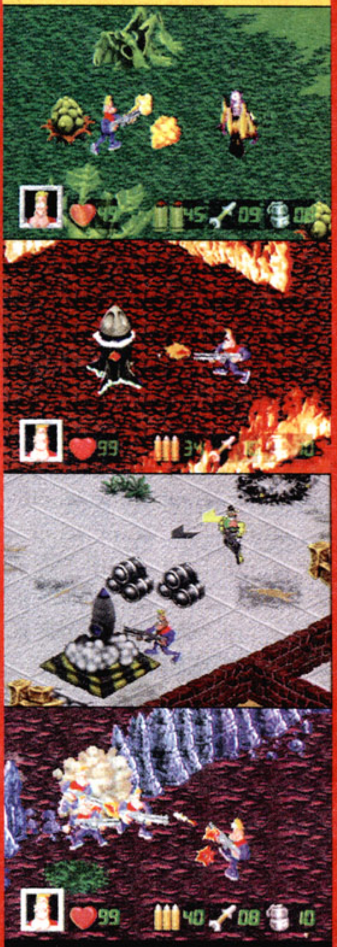

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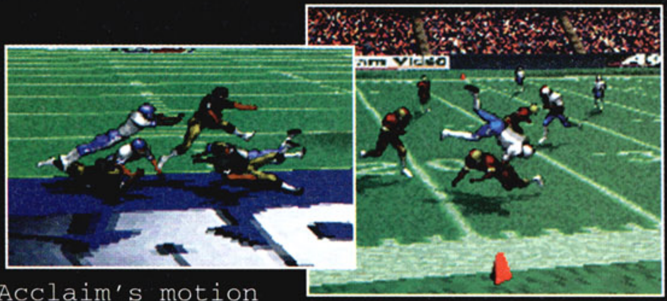
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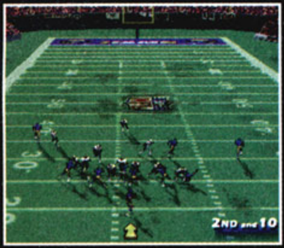

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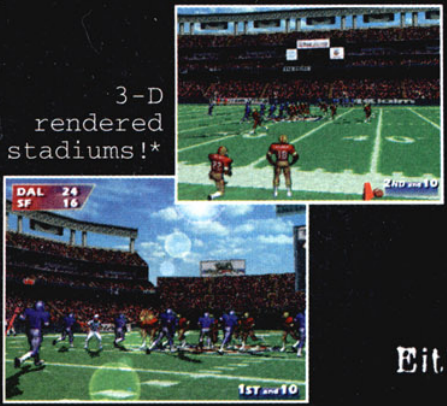

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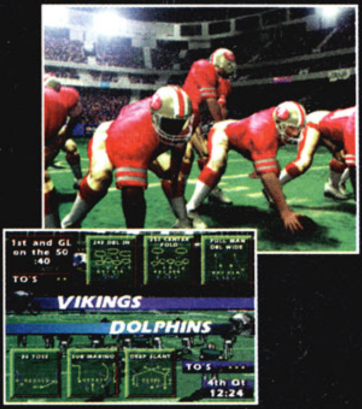

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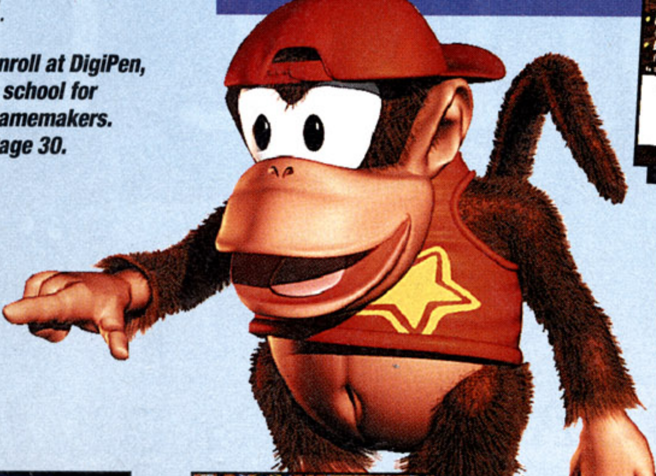

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CYRAX

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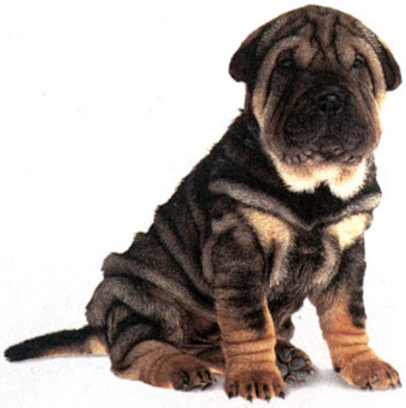

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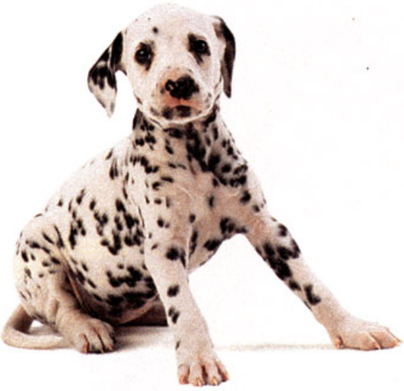

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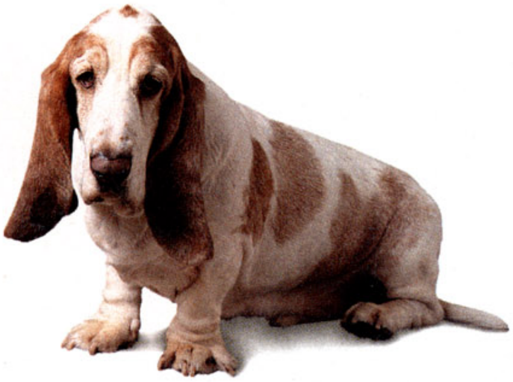

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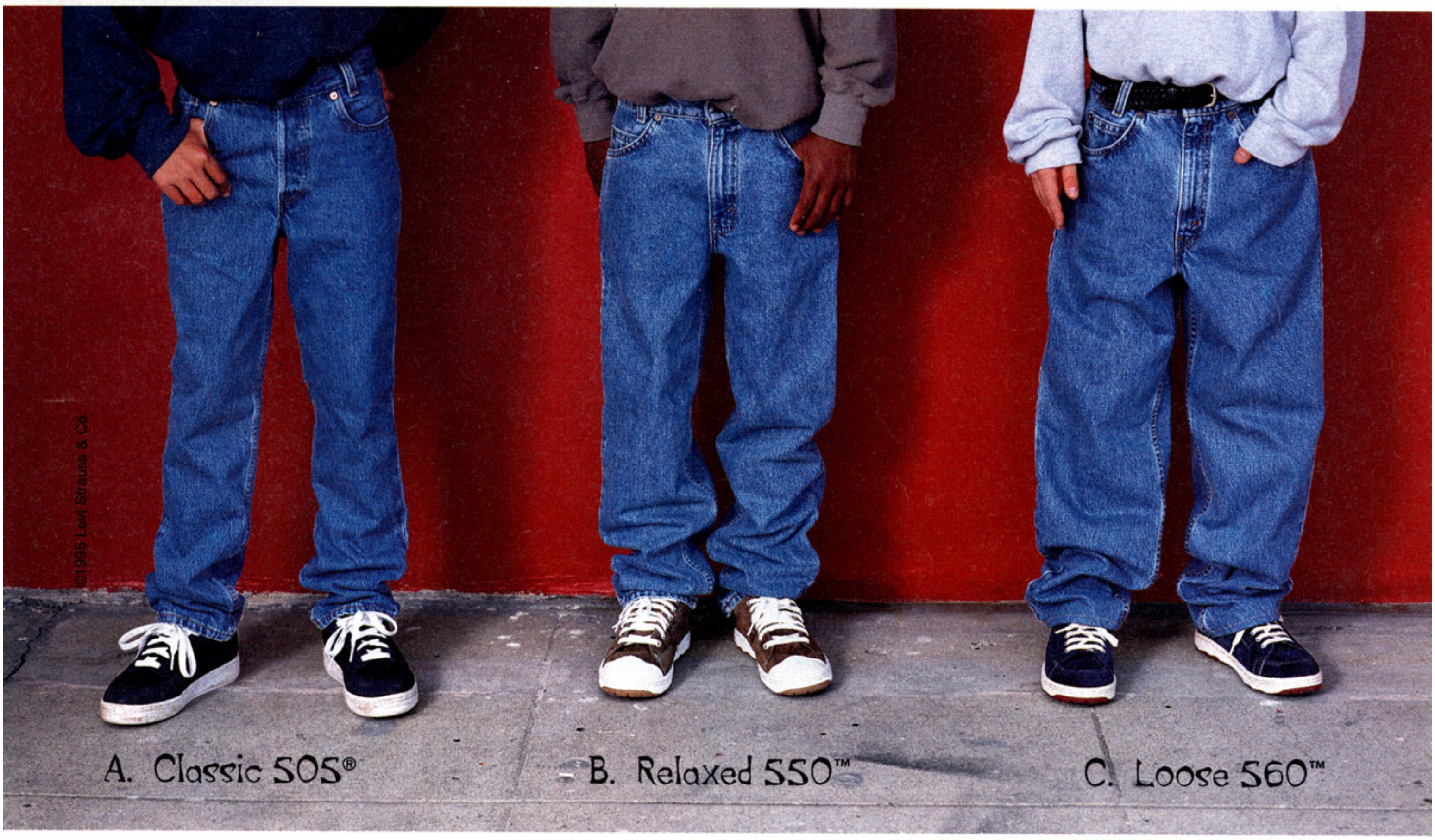
A. Classic 505®
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I played tennis with a toad. I was set adrift in the

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KIDS TO ADULTS
K-A
AGES 6+

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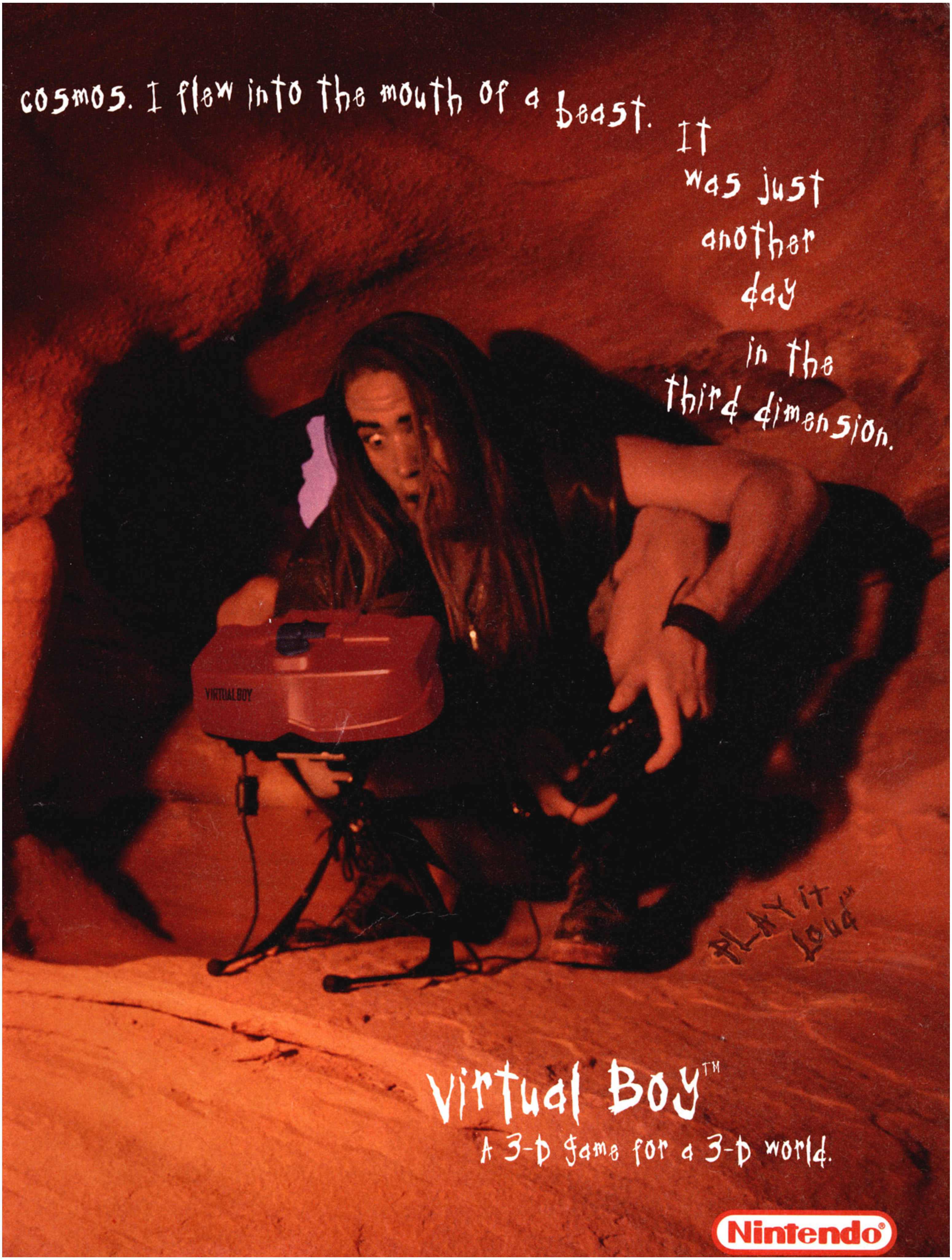
cosmos. I flew into the mouth of a beast. It was just another day in the third dimension.
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it'll actually create

a sonic

boom.
(In your shorts.)

16
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Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK,™ the only fighter plane that gives you true 360° movement. It's just you, your Sony® PlayStation™ and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kreel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

u
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SONY

PlayStation

The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available trademarks of Sony Computer Entertainment Inc. WARHAWK and URNOTE are trademarks of Sony Interactive Entertainment Inc. © 1995 Sony Association. Call 1-800-771-3772 for Information on Game Ratings.

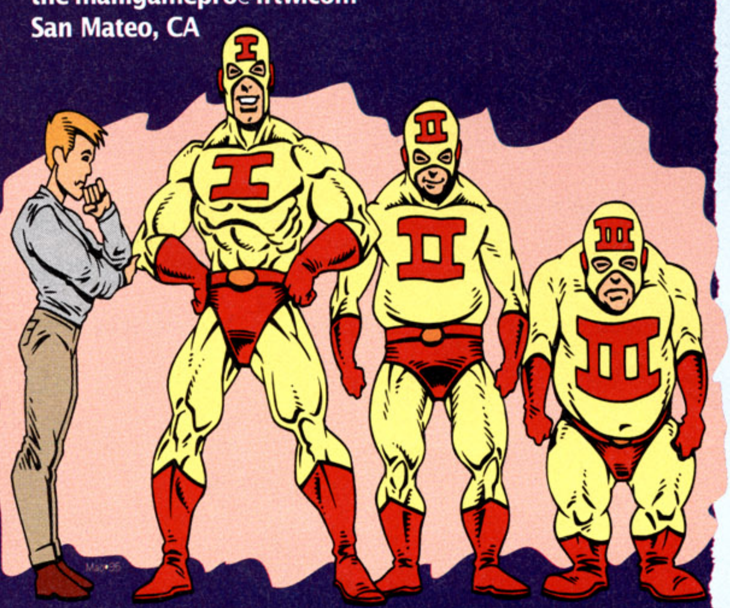
Purchasing Power

Consumers don't always realize how much power they have. If there's something they don't like, whether it's a movie, a TV show, a breakfast cereal, or a new tennis shoe, consumers can always shout their opinions loud and clear to the companies that make those products. Simply don't buy that shoe, don't watch that show, don't go to that movie. Consumer protests like this happen all the time: Last summer, baseball fans effectively expressed their anger over 1994's baseball strike by staying away from ballparks. And look what savvy moviegoers did to the dreadful *Judge Dredd* – they turned Sylvester Stallone's big-budget action flick into one of the year's biggest bombs.

As for the unoriginal video game sequels that reader Steve Ziesche talks about (see his letter at right), software companies are only making what they think gamers want. Video game sequels are like movie sequels: They rarely break from a successful formula. Thus most sequels to games and movies merely repeat what worked before. Exceptions to this rule are breakthrough games like MK II, SF 2, Sonic 2, Virtua Fighter 2, the great Mega Man series, Castlevania III and IV, the new Super Mario World 2: Yoshi's Island, Samurai Shodown II, Super Turrican 2, and select RPGs like Final Fantasy III. These sequels improved upon the originals, a rare treat these days.

Unfortunately, for every breakthrough sequel like MK II, there are a dozen disappointing follow-up games. Remember, though, if software companies succeed by continually making bad products, we have no one to blame but ourselves. If we weren't buying their bad products, they'd be forced to come up with something new. You have an easy way of convincing them that you're displeased with their redundant sequels or their offensive ads or their high prices. Get your info from *GamePro*, make smart buying decisions, and let your wallet do the talking. Sometimes that's the only language companies understand.

The GamePros
the-mail.gamepro@iftw.com
San Mateo, CA



THE MAIL

GamePro Readers Speak Out!

Sick of Sequels

Final Fight 2, the sequel Steve Ziesche says is "identical to the earlier game."

Why are video game sequels always so unoriginal? The first Bubsy was great, but a year later the second one was a bust. The coin-op Final Fight was great, the SNES version was good, but then Final Fight 2 and Final Fight Guy were identical to the earlier game. Can't companies think up original sequels?

Steve Ziesche
Santa Rosa, CA

Otter Matic replies:

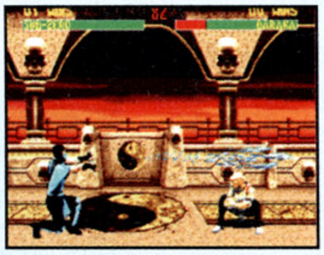
Sometimes they do! See our editorial at left.

Game Gab

I feel like I'm being cheated. MK II for the SNES got great scores from your reviewer and was a terrific rendition of the arcade game, while the Genesis game got so-so ratings and was missing features from the arcade game. Primal Rage for the SNES gets extra finishing moves, and as you said "the SNES world definitely looks better" than the Genesis game. I feel that the two 16-bit systems should get equally good games.

Mark Mulvey

MK II for the SNES...



...and for the Genesis. Feel cheated?

Does the Sony PlayStation play music CDs?

Pablo Delvalle, Jr.
Paterson, NJ

Manny LaMancha replies:

Yes, as do other CD-based game machines like the Neo•Geo CD, Jag CD, Saturn, Sega CD, and 3DO.

I'm an MK 3 fan. How can I tell what version of the game I'm playing?

Nikolas Robinson
Long Beach, CA

Bruised Lee replies:

You have to reset the arcade machine to find out. Ask the arcade operator, and he might do it for you. As the game restarts, watch the first screens carefully, and you'll see the number for the version you're playing.

Cart Queries

I finished Power Rangers: The Movie for the SNES on the Normal mode. At the end, the screen says that if I finish the game in Hard mode, I'll get a special code. I called Nintendo's 900 line to find out about the code, and was told there was no such code in the game. I then called Bandai who said the same thing. Is there a code or not? If there is, what does it do?

Yanick Gravel
Lachute, Quebec, Canada

The Lab Hamster replies:

We called Nintendo's 900 line and they said they hadn't tested the code when you called, but they've now added it to the game information they give out. You get the code at the end of the game on the Hard difficulty setting. At the title screen, a few seconds after the lightning bolt hits the logo, press Up, Down, Left, Right, X, B, Y, A, and then Start. You'll be powered up at the beginning of each stage in any difficulty mode.

Do you know of any horse-racing games?

Anthony Smith
Aurora, IL

Video Head replies:

There have been several in Japan, but horse-racing games are virtually nonexistent in America. However, look for Stakes Winner, coming soon to a Neo•Geo machine near you.

I bought the Sega CD hoping someone would make great games like Doom, Doom 2, or Wolfenstein 3-D for it. Will these games ever come out for the Sega CD?

Matt Thiessen
Coeur D'Alene, ID

Earth Angel replies:

It's possible, but increasingly unlikely. As far as disc-based systems go, Sega has clearly turned its attention to the Saturn. GamePro gets fewer and fewer Sega CD games to review each month, which isn't a good sign for Sega CD owners.

Star Wars and Empire Strikes Back both came out for the NES, but was there an 8-bit version of Return of the Jedi?

Patrick Lozano

Captain Squideo replies:

No. Just when LucasArts would have started on Jedi for the NES, it set its sights on making the first 16-bit Super Star Wars game. If you need more Jedi, T•HQ's handhelds have just come out.

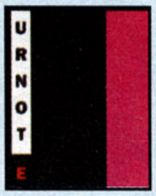
The Magazine Biz

The Sony PlayStation ad on page 11 of your September issue has the words "Enos Lives" at the end. Can you please explain this?

"EnforCer20"
Internet

Tommy Glide replies:

A spokesperson for Sony says that "Enos Lives" is part of an ongoing marketing campaign that the company isn't ready to explain. The spokesperson did tell us that there are lots of hidden codes and clues in their ads: In fact, on that same page is some word play that reads "URNOT" followed by a red "E," as in "You are not ready." Look at the street signs in the ads featuring ESPN's Extreme Games for some hidden codes and study the TV ads to find tricks for Battle Arena Toshinden.



Are you ready to decipher Sony's hidden messages?

Movie Madness

In the *Street Fighter* movie, Blanka was turned into a monster, but in the game, he lived in the jungle. Who's right?

Jamie McNamara
Internet

Bonehead replies:

They both are because they're two different things. Capcom says it had to take certain liberties with the game's characters in order to make the movie plot work. The movie wasn't trying to be a clone of the game – it was trying to exist on its own terms with its own ideas, which required making some necessary changes to the game's premise. As another example, you don't see Guile's stealth boat in the game, but it made sense to have it in the movie.

Can you give me Jean-Claude Van Damme's address? He played Guile in the film *Street Fighter.*

William Slade
Princeton, WV

Air Hendrix replies:

Write to JCVD at this address:
Jean-Claude Van Damme
8942 Wilshire Blvd.
Beverly Hills, CA 90211

THE DAEDALUS ENCOUNTER

I've been trying to get Tia Carrere's autograph for a year. She was in the movie *Wayne's World* and the game Daedalus Encounter.

Tom Heyman
Fenton, MO

Lawrence of Arcadia replies:

Address letters to Tia via:
Tia Carrere
c/o United Talent Agency
9560 Wilshire Blvd., Suite 500
Beverly Hills, CA 90212

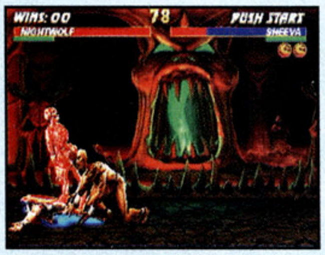
Reader Report

A while ago you ran a quick contest in which readers voted for their favorite MK II fatality. Are you going to have a similar vote for MK 3? Sheeva's skin rip gets my vote!

Adam Brown
Shawville, Canada

Doctor Devon replies:

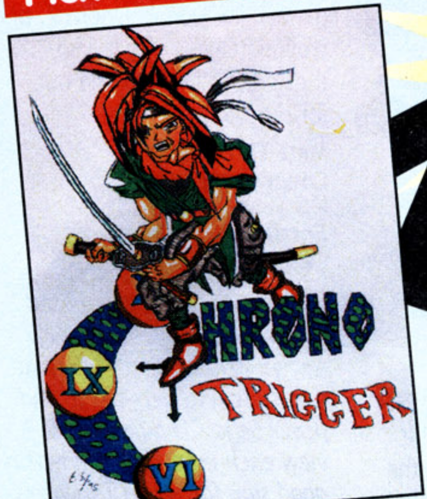
Why not? Here are the rules: When you write us a letter or send us e-mail, mention your favorite MK 3 fatality, Babality, or Animality. All versions (home and arcade) of MK 3 are eligible for consideration. Submit your nomination by December 15, 1995; we'll tally 'em up and announce the most popular fatality, Babality, and Animality soon.



Let the competition begin! Sheeva's skin rip leads all entries so far, one to nothing (the one vote from Adam Brown).

GAMEPRO GALLERY

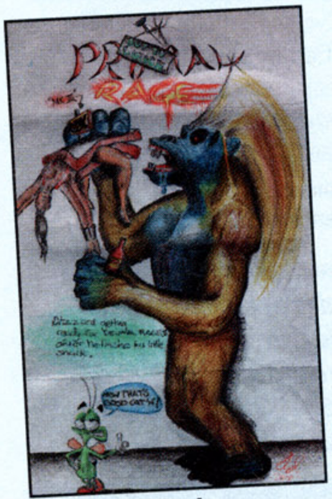
Pick of the Month


CHRONO TRIGGER
IX
VI

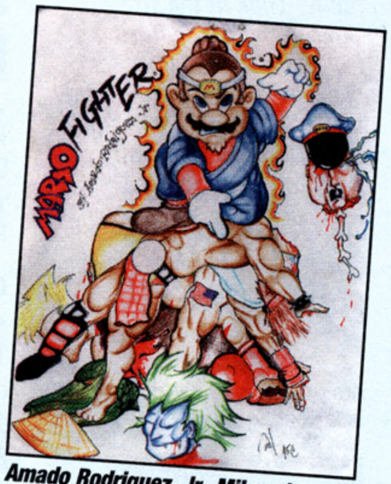
Eric Seat, Leesburg, VA

PRIZE

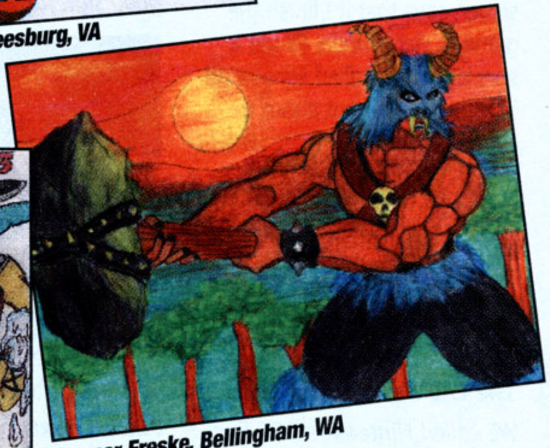
This month's winning artist will receive a ***GAMEPRO*** T-shirt!


PRIMAL RAGE

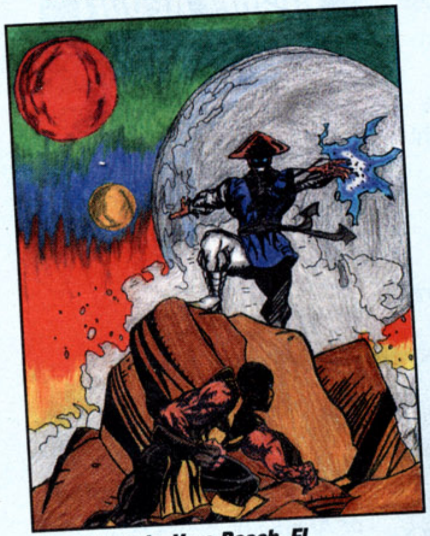
Gilberto Solorio, Jr.


MARIO FIGHTER

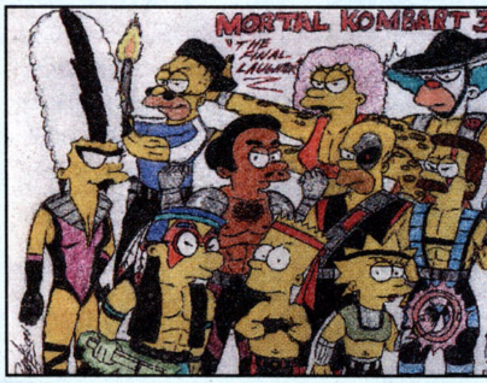
Amado Rodriguez, Jr., Milwaukee, WI



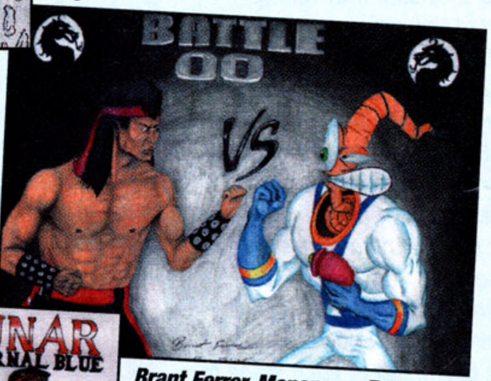
Ingmar Freske, Bellingham, WA



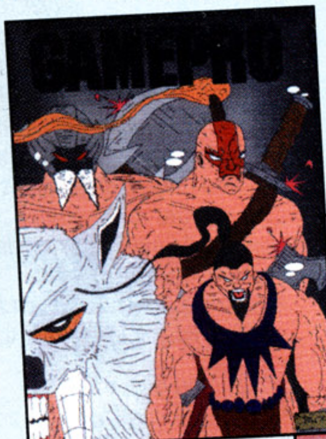
Tony Valencia, Vero Beach, FL


MORTAL KOMBAT 3
"THE FINAL LAUGHTER"

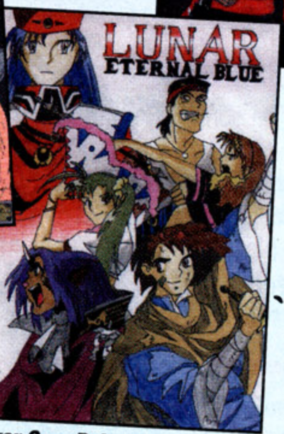
Ricardo Jackson, Cleveland, OH



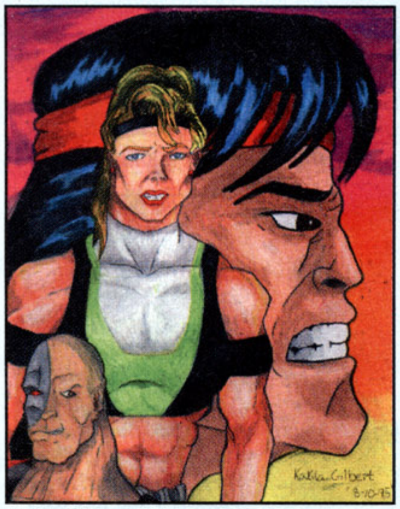
Brant Ferrer, Menomene Falls, WI



Anonymous


LUNAR
ETERNAL BLUE

Trevor Carr, Palm Desert, CA



Kalila Gilbert, Wilmington, DE

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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Dear Editor
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San Mateo, CA 94402

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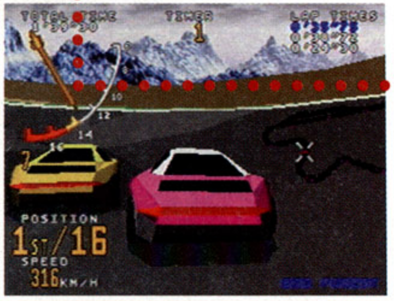
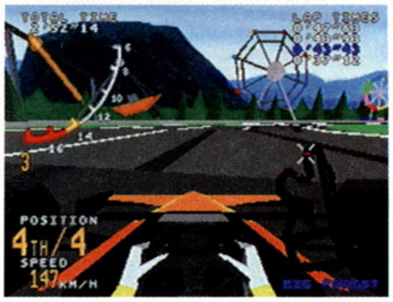
VR VIRTUA RACING
KIDS TO ADULTS
K-A


TOTAL TIME
TIMER
LAP TIMES
POSITION
1ST/16
SPEED
316KM/H


TOTAL TIME
LAP TIMES
POSITION
4TH/4
SPEED
147KM/H

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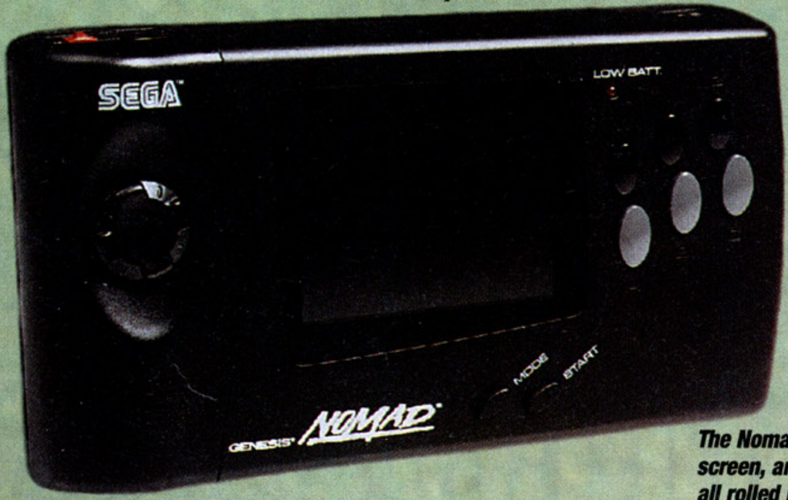
Nomad: Sega's On-The-Road Warrior

Sega has another thought coming for those who predict 16-bit games are going "bye-bye."

By The Whizz



The Nomad: 16-bit CPU, full-color screen, and six-button controller all rolled into one.

The Sega Genesis show hits the road this winter with the Nomad, a new 16-bit portable game system. Well, it's relatively new. The Nomad is a full-fledged Genesis system that will play any Genesis cart. This capability opens up a hefty game library that currently stands at 600 cartridges before Christmas '95. Sorry, 32X and Sega CD fans, the Nomad won't support those Sega systems, so you'll have to continue to ponder the Sega CDX if you desire portability.

It's Not the Size That Counts

Genesis gaming to go doesn't come cheap. The Nomad price tag is around $200, but you'll get the real 16-bit stuff for your money.

The unit measures a compact 7¾ inches long by 4 inches wide, and a mere 1⅝ inches deep. Those dimensions make the Nomad roughly the same size as the 8-bit Game Gear, and it's even slightly trimmer.

Despite the radical reduction in size, the Nomad contains all the silicon necessary to turn and burn any Genesis game. In fact, according to Sega, the operating specs are the same as those for the Genesis: a Motorola 68000 CPU and even a Z-80 graphics processor are packed inside. Comparatively speaking, the Nomad is a Genesis that just uses less plastic and airspace than the relatively compact Genesis II.

The system's horizontal layout also resembles that of the Game Gear. The cartridge slot is at the top of the unit. A 3¼-inch diagonal back-lit LCD color screen is mounted between a directional pad and six action buttons. A single controller port's set into the front of the unit for two-player gameplay. The Nomad functions as Controller One. The controller port only supports Player Two, so you can't use a standard controller for single-player games.

Games for Two

Dueling dualists won't have to knock heads trying to view the action on the relatively small Nomad screen during two-player games. The system also sports a Genesis II-style audio/visual connector for hookups to a regular television.

The TV connector is a great idea as another key portability feature that pushes Nomad above the handheld pack. Not only can you play 16-bit games anywhere, you can also have full-fledged gameplaying on a regular TV anywhere. Sega has no plans, however, to produce a Nomad TV tuner.

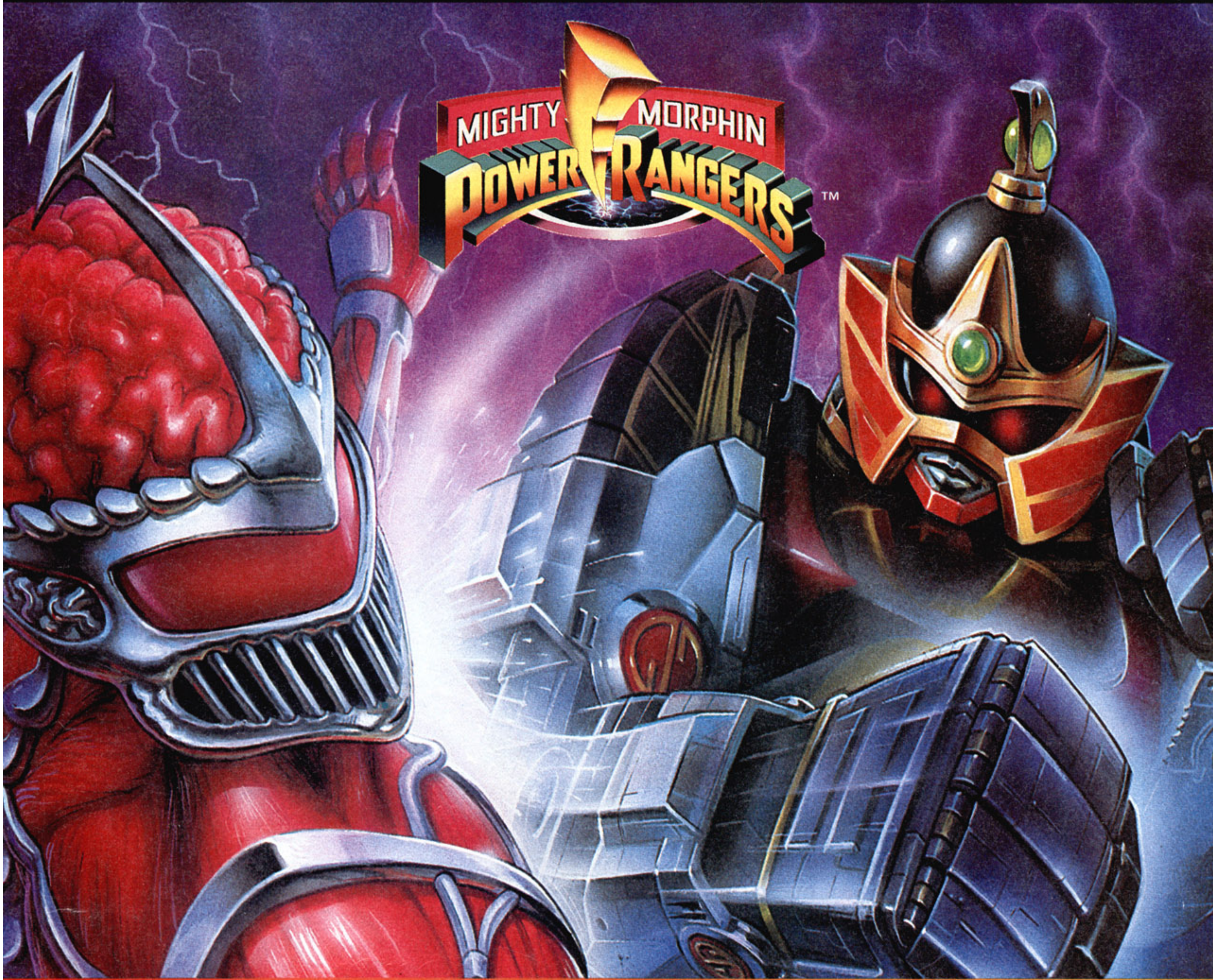
Power-Packed Portable

The Nomad packs its own power source, a battery pack that snaps in to the back of the unit. Sega says six AA batteries will power up three hours of gameplay. In the works is a rechargeable battery pack called the Nomad PowerBack, which will also hold a three-hour charge. Of course, an optional AC adapter is available as well.

Nomad for Wandering Gamers

At last, no more angst at leaving a hot and heavy game session to make a road trip. The Nomad could very well be a game player's best traveling companion. G

THIS GAME WILL KNOCK YOU OUT!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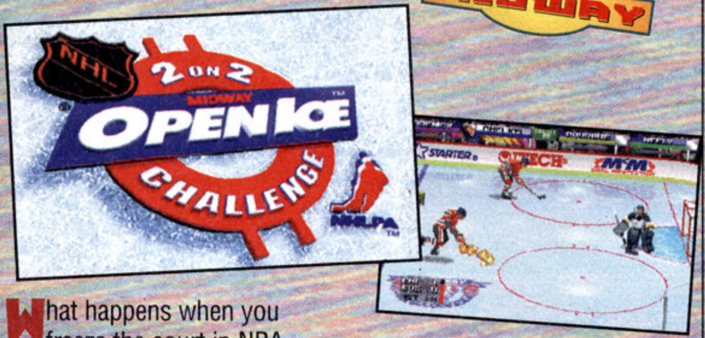
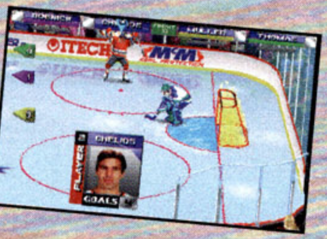
Arcade Storm Brews at AMOA

The AMOA show featured the next wave of the hottest arcade games under one roof! Midway's Ultimate MK 3 and NHL Open Ice were clear winners at the show, along with Sega's Fighting Vipers and Indy 500.

By Bruised Lee and The King Fisher

NHL Open Ice: 2 on 2 Challenge



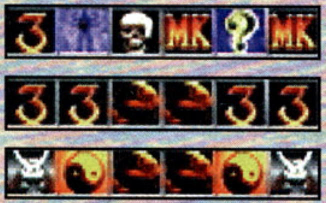


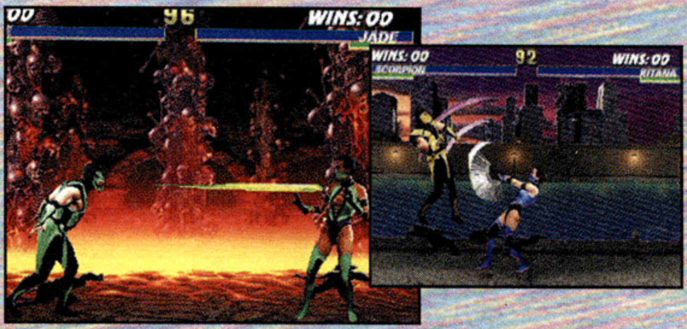
What happens when you freeze the court in NBA Jam...and give all the players sticks? You get the fastest, most realistic sports game ever to hit the arcades. Open Ice is a two-on-two ice-hockey game featuring all 26 NHL teams. Open Ice is one of Midway's best-looking digitized games yet. Up to four players can get "Hot" (torch the net with blazing shots), check opponents, and make game-winning saves. Open Ice is packed with tons of codes, including "big heads" and hidden characters.

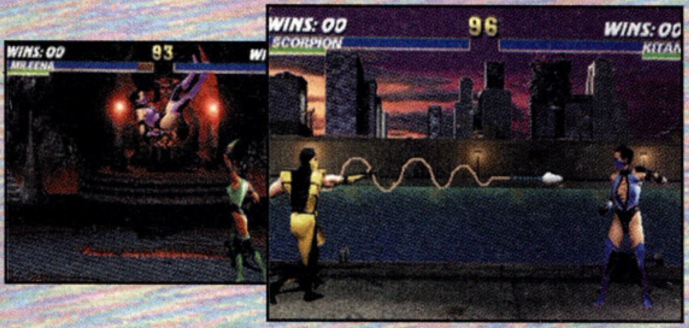
Ultimate Mortal Kombat 3

New Vs. Codes

These Ultimate Vs. codes were collected from the movie and the MK 3 home versions. They may be subject to change.







MK fans, rejoice – Ultimate MK 3 is here! Ultimate MK 3 features four new – but old – characters demanded by Kombat players. Returning to the lineup are Kitana, Jade, Scorpion, and Reptile. They have all their original moves and combos in addition to new moves, combos, and fatalities. To spice things up, Midway even updated the moves for the existing MK 3 characters.

The new backgrounds, Desert, Cavern, Hell, and Waterfront, are just a few of the many Midway is said to have hidden in the game. Moreover, there are several new Vs. codes and three Ultimate Kombat codes. One of the Ultimate Kombat codes is sure to release another hidden fighter, while others are set to release more of the game's secrets.

Expect more features that were rumored for MK I and MK II to become a reality, and there may even be a new type of fatality in the game. One of the coolest features in Ultimate MK 3 is the tournament mode, where up to eight players can compete against one another to determine the ultimate MK fighter.

Returning to Ultimate MK 3

Kitana

Scorpion

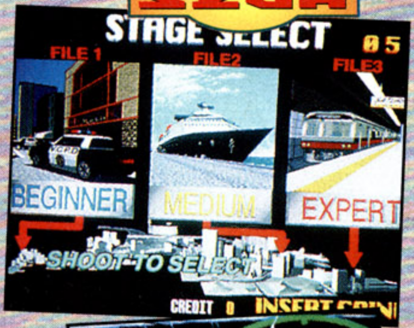
Jade

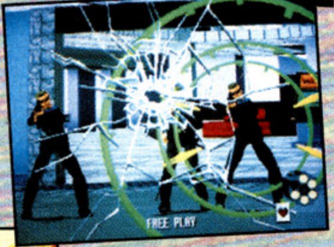
Reptile

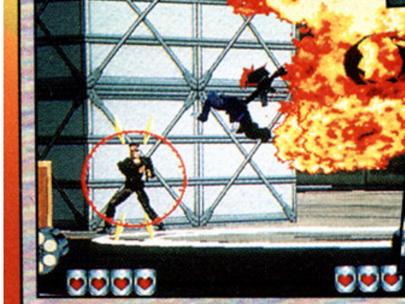
Virtua Cop 2

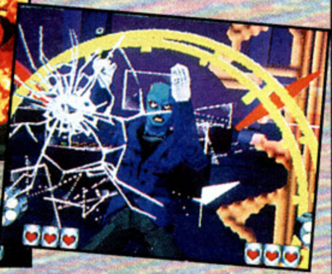
The fast action in Virtua Cop just got faster! Virtua Cop 2 features the nastiest villains ever put on the Virtua screen. Enemies now come at you from all angles, so if something moves, shoot it!

Highlights of the three missions include high-speed car chases and a frantic fight to save the mayor who has been kidnapped aboard a luxury cruise liner. This is definitely not the Love Boat.

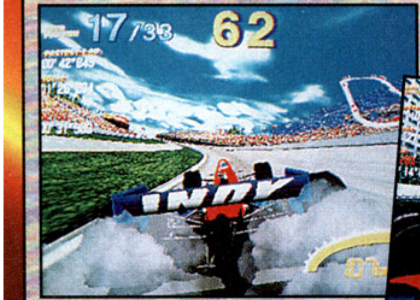


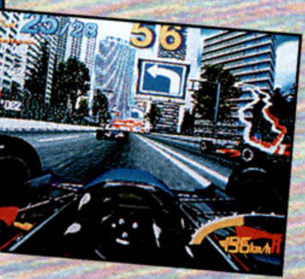


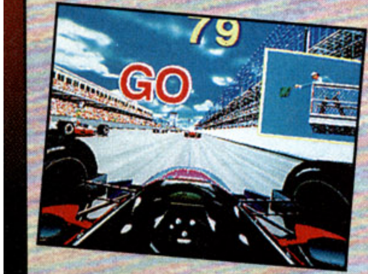


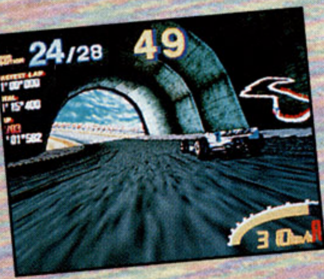


Indy 500





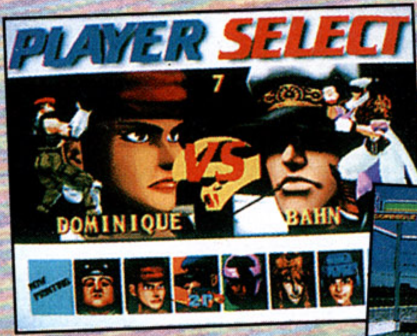


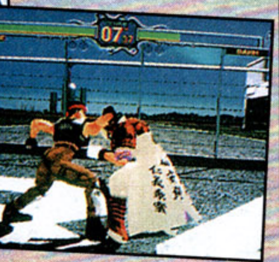


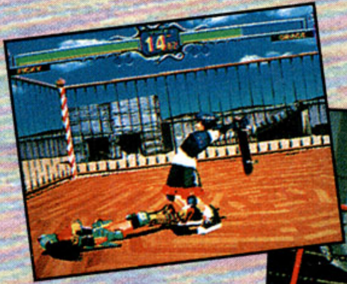
Indy 500 features real-time texture-mapped graphics that drive you onto the world's most legendary raceway. Actually, Indy features three courses (Indy 500's Oval Circuit, Highland Raceway, and Bay Side Street) at speeds up to 248 mph.

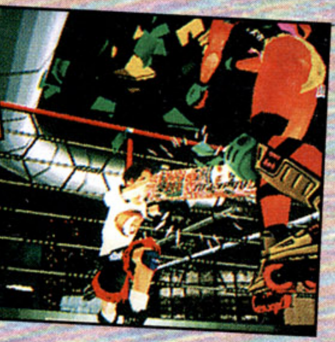
Get right in the action with the impressive driver's-eye view or take a step back with the view from behind. Up to eight players can compete simultaneously. So start your engines, nail it to the floor, and get ready to scream!

Fighting Vipers





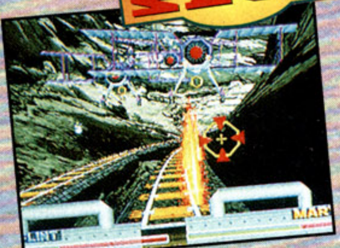




Fighting Vipers is Sega's latest and greatest polygon fighting game, created by the AM2 arcade programming wizards. Vipers features eight Americanized characters like Picky, who uses a skateboard as a weapon, and Grace, who fights while rollerblading.

Each fighter is equipped with armor that they wear over their normal outfits. If a player sustains strong enough hits, the armor explodes apart. Without armor, fighters are subject to greater damage from hits throughout the match. At AMOA, Fighting Vipers punched up fast action and tight controls. This game's sure to keep you busy until VF 3 appears.

Rail Chase 2

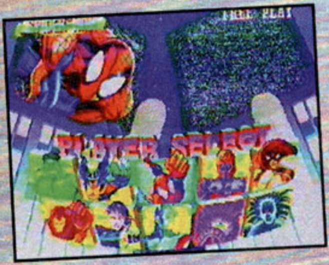


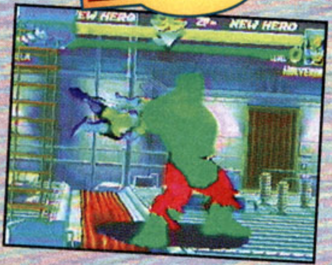
RAIL CHASE 2
CREDIT

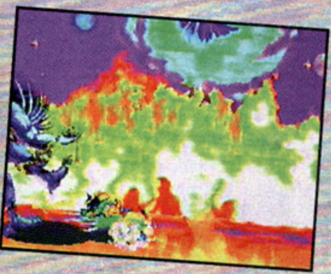
Three years ago, the original Rail Chase stunned gamers with amazingly quick rail car action. Rail Chase 2 comes alive in what could be the most phenomenal 3D shooting/motion ride to date. The 3D polygon graphics create pulse-pounding levels, where one or two players take a wild ride on and off nonlinear tracks.

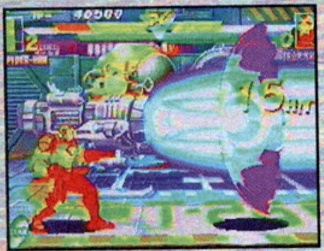
Throughout the stages, you can pick up various weapons to help you blow away bad guys. A controller seat provides crazy motion by vibrating in conjunction to the action on the screen.

Marvel Super Heroes





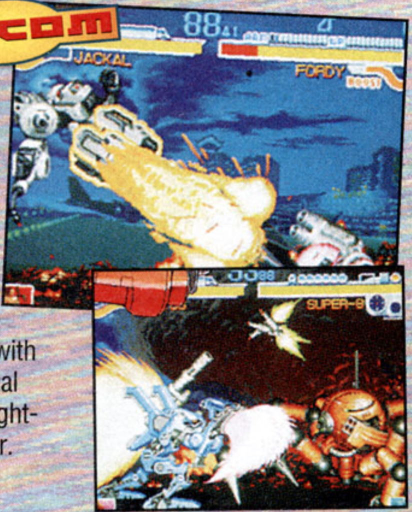




Based on the huge success of the X-Men arcade action game, Marvel Super Heroes features Hulk, Spider-Man, Shuma-horath, Black Heart, Iron Man, and Captain America. Some fighters return from X-Men: Children of the Atom, including Psylocke, Magneto, Juggernaut, and Wolverine.

As in the X-Men game, players can double-jump and perform high-hitting ground and air combos. New features in the game include power-ups that drop from the top of the screen, increasing power, health, and speed. Capcom's Marvel Super Heroes once again surpasses the rest with topnotch hand-drawn animation.

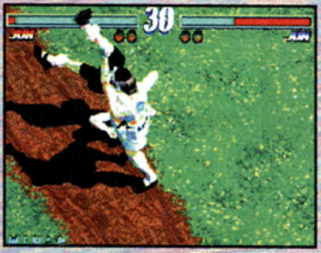
Cyberbots

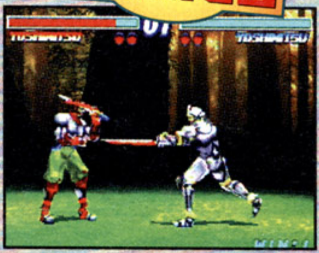


Also looking great from Capcom is Cyberbots. Choose from six pilot styles and four robot classes in this metallic fighting game that's jammed with more than 300 megabits of power.

Cyberbots is packed with enough combos and special moves to transform any fighting fan into a metal warrior.

Tekken 2

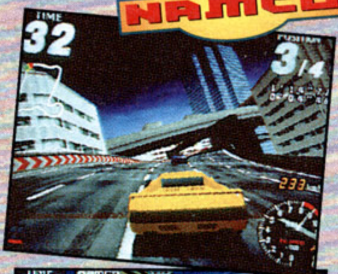


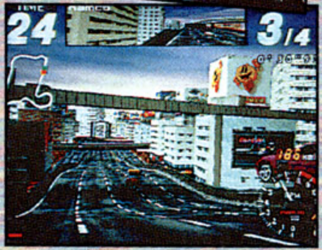


Tekken is back, and it's stronger than ever! Get ready for new codes, characters, sub-bosses, hidden fighters, special moves, and ten-hit combos.

A fascinating new feature is the character/time-release element. After the game is installed, new selectable sub-boss characters become playable at the rate of one per week. Tekken 2 is sure to have a long life span in the arcades.

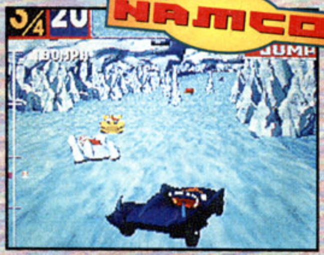
Rave Racer

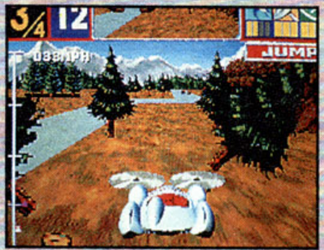




As the next title in the Ridge Racer series, Rave Racer provides state-of-the-art 3D polygon graphics, view changes, and realistic reactive steering. Choose from City, Mountain, and Ridge Racer Short and Long Tracks. Rave Racer has the ability to link up to other cabinets, enabling competition for up to eight players.

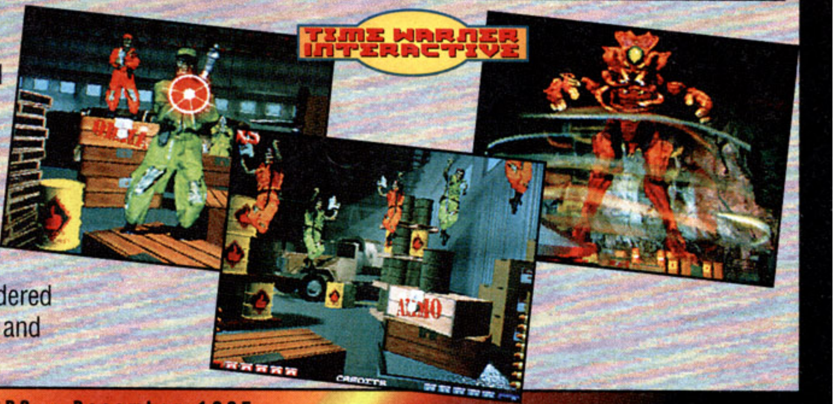
Speed Racer





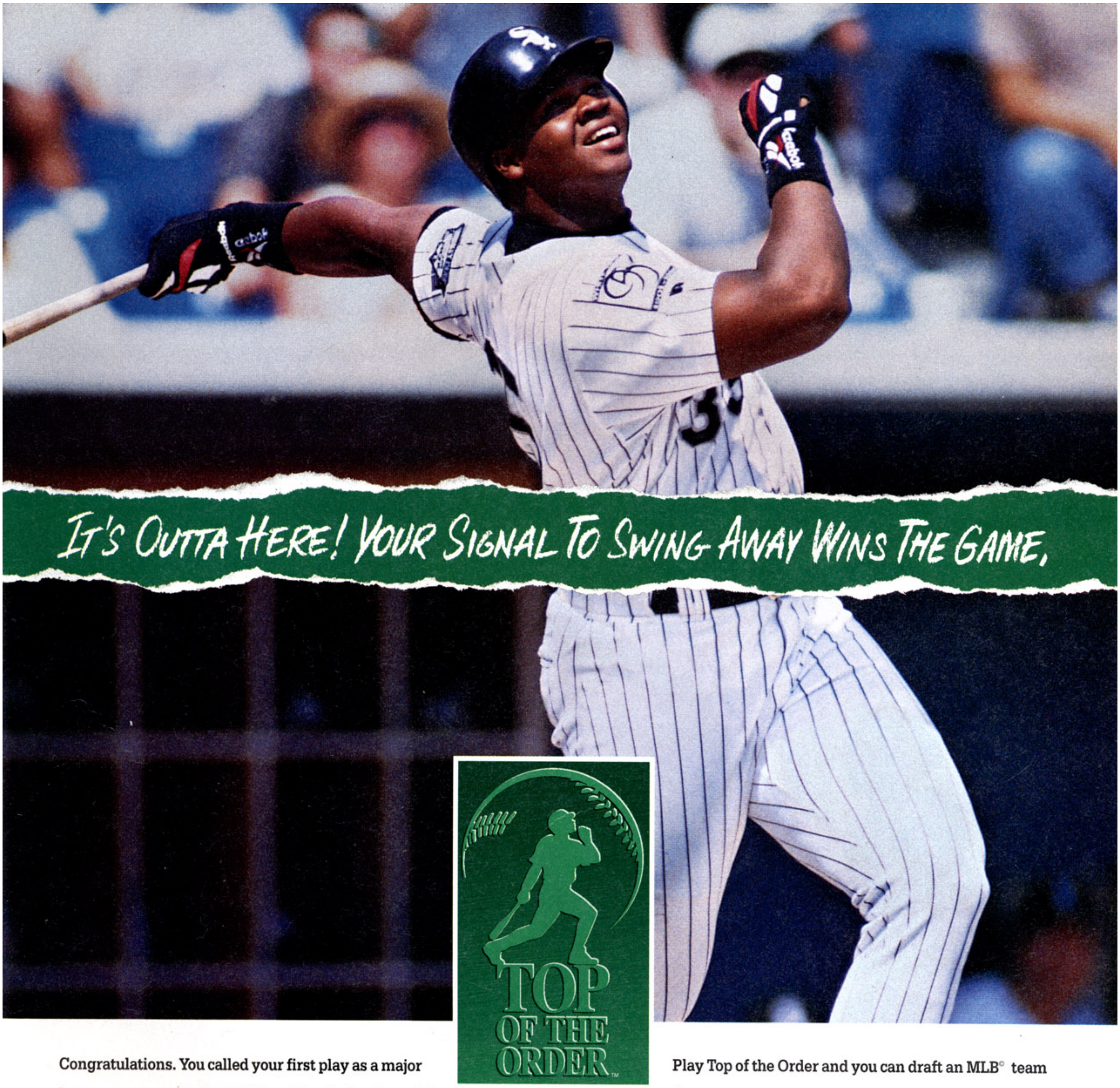
The classic hit television series is now an arcade driving experience. Race in the Mach 5 through three environments, steer around horrendous obstacles, or jump over them! Now's your chance to be a demon on wheels!

Area 51



This two-player shooting game takes place in the legendary top-secret UFO research lab, Area 51, in the Nevada desert. As a member of the S.T.A.A.R. Team (Special Tactical Advanced Alien Response), your job is to penetrate the security of the air base and set off the nuclear device located in Control Complex.

The game consists of six waves plus a bonus end stage. Area 51 has an outstanding surreal look that comes from the melding of rendered 3D graphics, live action, and stop-motion animation.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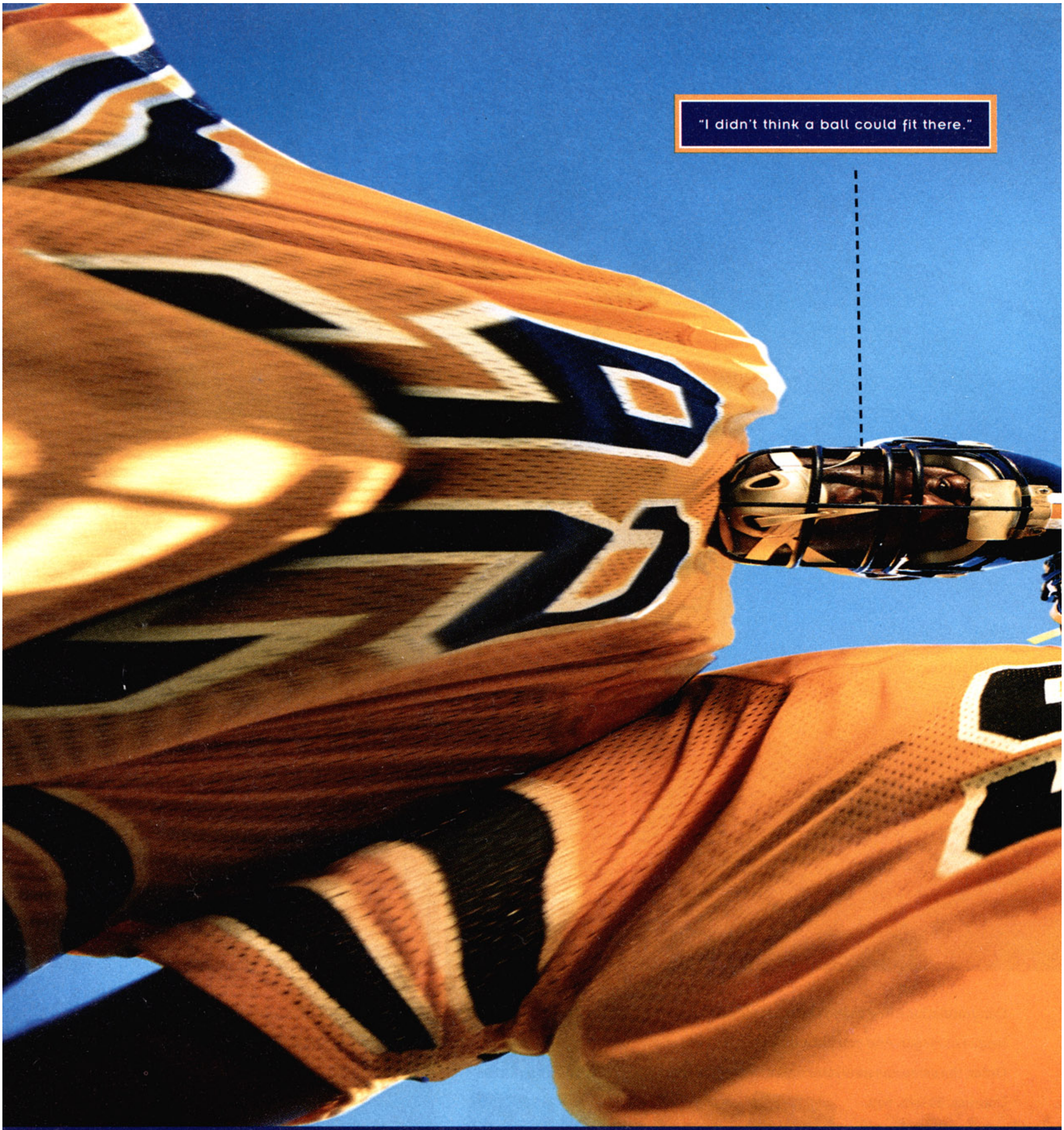
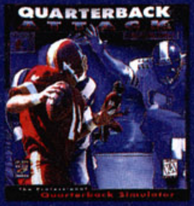

"I didn't think a ball could fit there."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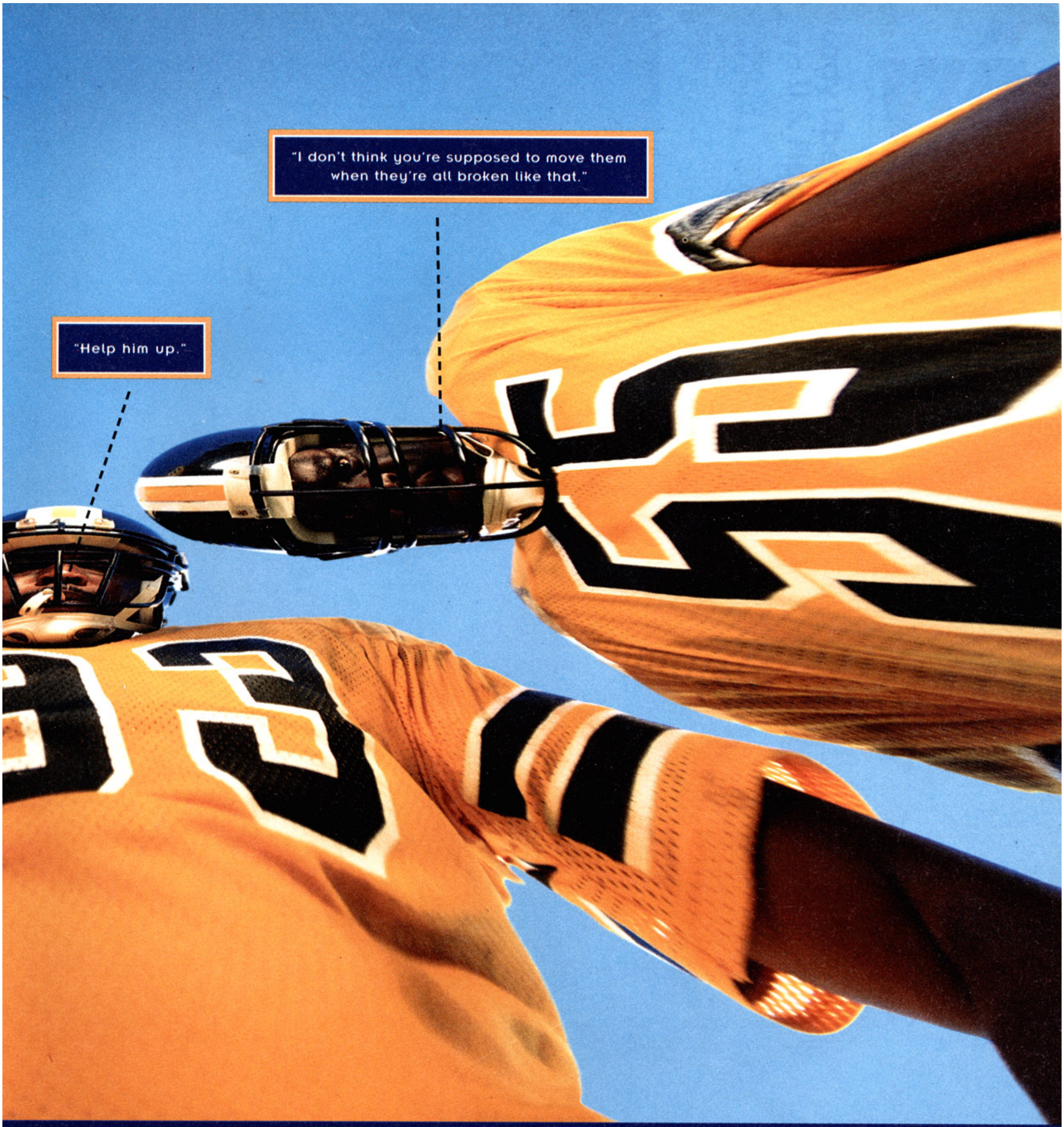
"I don't think you're supposed to move them when they're all broken like that."
"Help him up."

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And they* said it couldn't be done.

* *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.*

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KIDS TO ADULTS
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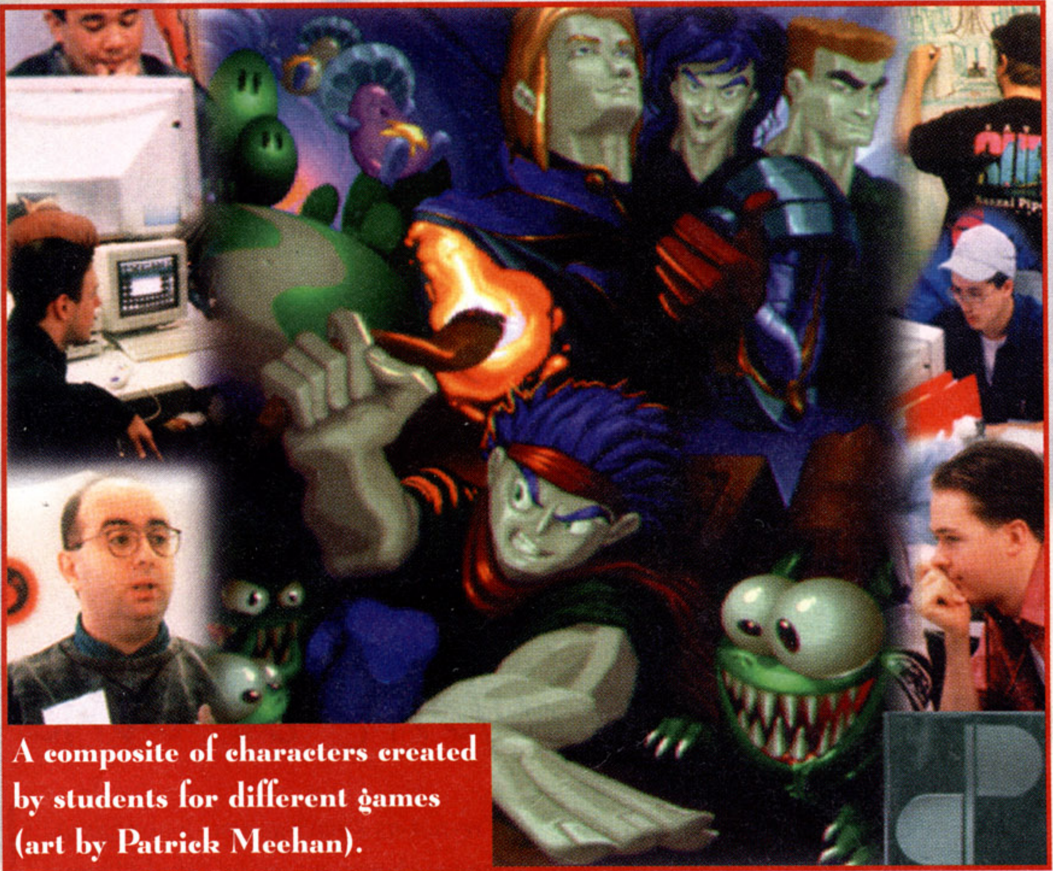
SPECIAL SERIES

THE GAMEMAKERS:

Programming Schools

Want to make and play games for a living? GamePro's ongoing look at the GameMakers continues with a visit to DigiPen, a school that teaches video game programming.

By The Feature Creature and The King Fisher



A composite of characters created by students for different games (art by Patrick Meehan).

When *GamePro* first wrote about DigiPen, the video game programming school in Vancouver, Canada (see "ProNews," May '94), questions poured in from interested readers: How much does the school cost? What are the entrance requirements? What are the classes like? To find the answers, we paid a visit to DigiPen and interviewed several students.

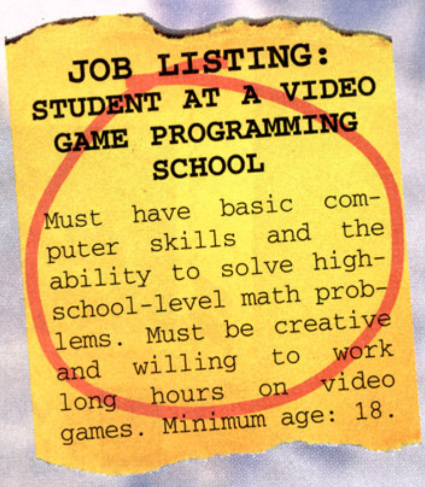
The Background

DigiPen is probably unlike any school you've ever seen. First, there's no real "campus." Classes are taught in several quiet rooms in a nondescript office building in downtown Vancouver. What's more, the school has no dances, no sports, no campus clubs, and no bookstore. If you're looking for a well-rounded collegiate experience, look elsewhere.

But if you're looking for a focused program devoted ex-

School Summary

Name	DigiPen Applied Computer Graphics School
Location	Vancouver, British Columbia, Canada
Purpose	Teach video game programming
Years to graduate	Two
Size of student body	90
Number of instructors	Four full-time, two part-time
Approximate cost	$6000 (U.S.)
Mailing Address	Jason Chu DigiPen, 5th floor 530 Hornby St. Vancouver, B.C., Canada V6C2E7
Phone	Jason Chu, 604/682-0300
E-mail address	WWW.digipen.com or jchu@digipen.com



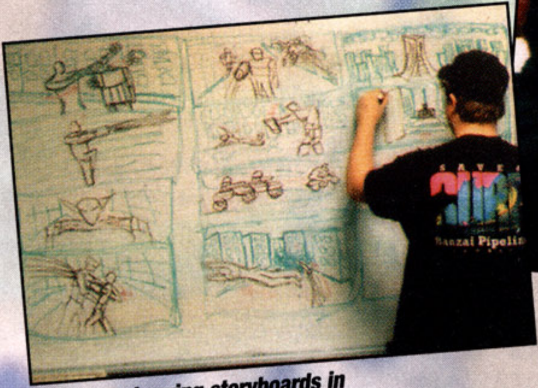
JOB LISTING:
STUDENT AT A VIDEO GAME PROGRAMMING SCHOOL

Must have basic computer skills and the ability to solve high-school-level math problems. Must be creative and willing to work long hours on video games. Minimum age: 18.

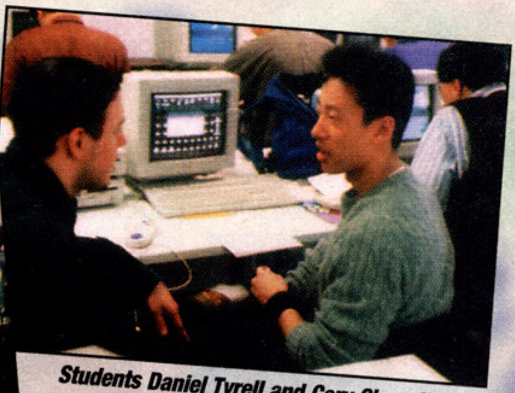
A game called XTC

clusively to video game programming, look here. DigiPen is one of the few such schools in the world, and it's the only one in North America (others are in England and Japan). Founded in 1988 as a computer-graphics and special-effects company, DigiPen has been teaching classes in video game programming since September 1994. One group of students has already completed the first year of the two-year program; a second wave of students is immersed in their first "Foundation Year" of learning.

The school's ties to Nintendo strengthen its ability to teach video game programming. Nintendo supports DigiPen by donating equipment (computers and special SNES units) and by providing technical support and advice. One huge advantage of the Nintendo connection is the lower cost of tuition – without Nintendo's contributions, DigiPen would have to charge its students double.



A student drawing storyboards in front of the class.



Students Daniel Tyrell and Cary Chao discuss a new project.

The Applicants

DigiPen's president, Claude Comair, discusses the school's beginnings: "We started our first year with 30 students. We hadn't advertised at all, but because of magazine stories, we had more than 1200 applicants. We selected only 30 because we wanted to make sure we had the right teachers and the right curriculum.

"For our second year, we're enrolling about 60 new students with four full-time teachers and two part-timers." Most of the applicants, he adds, are from the U.S., and about 20 percent are hopeful kids under ten years old. The ages of DigiPen's first 30 students range from 18 to 35; all but one of the 30 are male.

Claude Comair, DigiPen's president

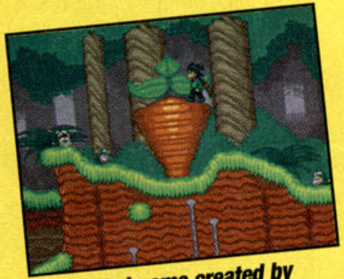
The Curriculum

"We're trying to bridge the gap between animation and video games," says Comair. DigiPen's two-year curriculum begins with a class called Elements of Computer Mathematics, moves on to Operating Systems and Principles of Computer Graphics, and finishes with hardcore programming and in-depth studies of the SNES. Before students graduate, they'll have studied storyboarding, designed and created their own video game, and contributed to a large group project.

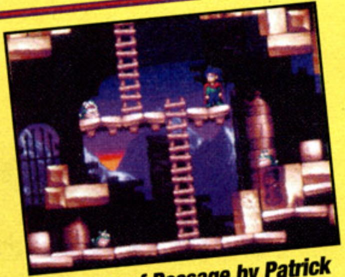
The intense year-round program includes summer sessions with typical school days lasting from 9 a.m. to 10 p.m. But when they graduate, students will be full-fledged video game programmers ready to work for almost any software company. Although Nintendo underwrites the school, it doesn't guarantee jobs for students, and students are under no obligation to work for Nintendo. Says

Student Games

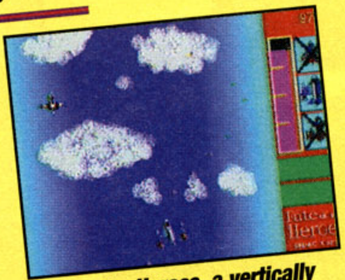
A selection of the early games made by first-year students.



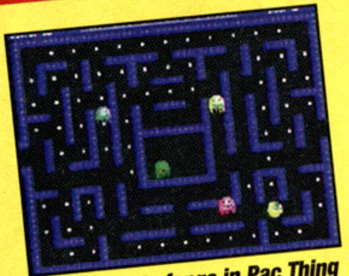
An untitled game created by Patrick Meehan, Miranda Paugh, Stephen Lee, and Brian Snapp



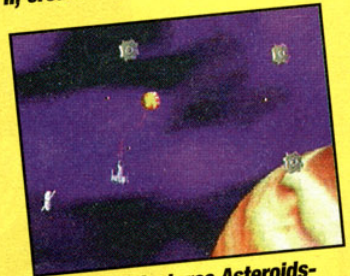
Dungeons of Passage by Patrick Meehan, Emory Georges, Stephen Lee, and Nathaniel Gibson



Fate of the Heroes, a vertically scrolling shooter with a pilot named Kirk Comain



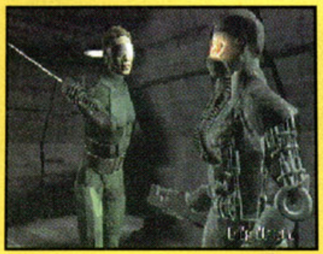
Pac-Man gets fangs in Pac Thing II, created by Ed Groover.

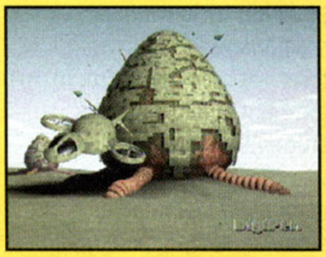


Star Quest features Asteroids-style gameplay.

Film Fun

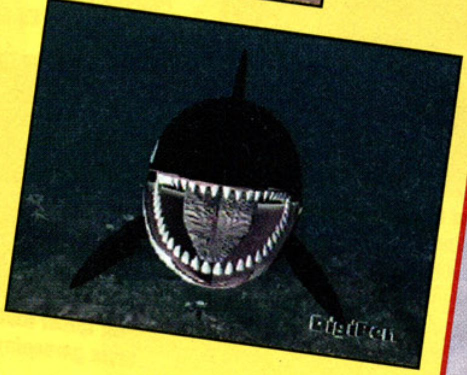
DigiPen teamed up with the Vancouver Film School on several short 3D animations.





Short Subjects

3D animations produced by the DigiPen staff



Comair, "DigiPen students will be excellent candidates to work for Nintendo, of course, and Nintendo is certainly excited about seeing our first students graduate. But neither Nintendo nor the students have any career obligations to each other."

The Students

So what are classes like? What's it like to be a full-time student of video games? We let the students describe DigiPen.

GamePro: How tough are the entrance requirements?

Miranda Paugh, age 18, from Harleysville, Pennsylvania: *"I took the usual high school courses, except for a couple of computer-programming classes. DigiPen doesn't require applicants to take programming courses before they get here, though it does expect you to have computer experience. Actually, I've heard it's better if you don't have programming experience before you come here because then DigiPen doesn't have to untrain you. I wasn't a great student, and I wasn't enrolled in advanced math classes in high school."*

Patrick Meehan, 18, from Orlando, Florida: *"They're surprisingly flexible about entrance requirements. I didn't go to high school like everybody else. I was working as an artist in Florida, then I sent DigiPen my résumé and portfolio and got lucky. Evidently they were impressed by my work and my letters of recommendation, and they interviewed me. It was a big surprise to me because I have no technical background at all."*

GP: What's a typical school day like?

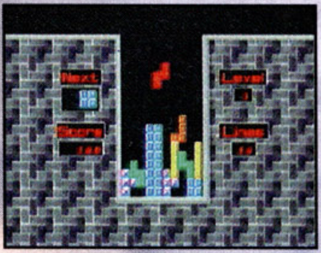
Ed Groover, 21, from Dallas, Texas: *"We usually get in by 9:30 and mess around with codes until class starts at 10 a.m. We'll have a class until noon, but if we already know the material being covered, during class we can work on whatever we want. Most of the time, though, we're taking notes for those two hours. Then we go to lunch, followed by another lecture until 4 p.m. After that, we take a break and go outside for a while, then we come back to work for two more hours on our projects. If we're in the middle of something, a lot of us will often stay until 10 p.m. to finish up.*

"Once you're done with the lectures, everything goes at your own pace, and you can work on whatever you want to. Everybody here is attending because we love it, so it's not like we can't wait to leave at the end of class."

Miranda: *"Classes are taught like traditional college courses with a teacher lecturing and the students taking notes. Teachers use overhead projectors a lot. We don't have typical homework – once in a while we have math problems to solve or some small programming codes to write at home. Mostly we work on our projects here at the school.*

"We have exams at the end of each course. The math exams are probably pretty typical, and programming exams ask us to identify terms and find the mistakes in some code. We don't write outside reports or anything like that."

Instructor Rob Cunningham helps student James Guintu.



An untitled Tetris-style game created at DigiPen.

Brian Snapp, 19, from upstate New York: *"The small classes allow us to ask a lot of questions, which is different from some colleges where there are hundreds of students jammed into a giant classroom with one teacher."*

GP: How are the teachers?

Brian: *"They're really up to date with what's going on in the video game industry."*

Ed: *"Because they've worked in the industry, the teachers can sit down with you and help you with individual problems. Unlike traditional college professors who leave campus after class, here the teachers stay and help you."*

Miranda: *"They're very*

Parents yell at you.

Teachers yell at you.

But when 10,000 rock 'n' roll fans yell at you,
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dept.

When you play Quest for Fame, keeping up with the rock band Aerosmith is only part of the challenge. You've got to jam your way out of your bedroom and onto their world tour. But you don't need a guitar, because the Virtual Pick can be used on just about anything. Look, it's rock 'n' roll, it's fun and it's something that could drive your folks nuts. What more do you want? 𝄞 Check it out on the Internet at http://www. software.ibm.com To purchase, visit your local retailer or call 1 800 426-7235 (source code 5218).

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casual, and we get to know each other pretty well. They're really dedicated to what they're doing. Even Claude, the president, gets involved with what we're working on."

GP: Do you feel like you're missing anything by not attending a traditional four-year university?

Miranda: *"I was never that social, so I don't feel like I'm missing anything. Other people might go crazy here, but it's fine for me. I don't need a football team to cheer for."*

Ed: *"Sometimes you get a little frustrated when you think of the other social things you're missing, but we don't have a lot of time for those activities anyway. Since we're all on the same schedule, it's easy to find people to hang out with. But basically, we all feel we're here to study, so the social side doesn't really make that much difference."*

Brian: *"Programming is what we're here for, so why should we waste time on things we're not interested in? We just focus on becoming the best programmers we can."*

GP: What's the toughest part about being a student here?

Ed: *"Some of the classwork is tough. A lot of people struggle with the math, but other students help you out."*

Brian: *"The finances might be difficult. Not many students work outside of school because of the long hours."*

Miranda: *"The hours are long. We'll work 13 hours a day sometimes on our projects – but nobody's forcing us, we do it because we want to. Also, some of the students weren't used to taking one class for four hours a day.*

"Another negative might be the housing: There's no dorm, so you have to find and pay for your own housing. Adding to that is the work situation. If you're not a Canadian citizen, you can't work."

GP: What's your advice to interested applicants?

Brian: *"You'd better enjoy video games. If you don't, don't even bother applying. If you want to be a programmer, get basic math skills – not calculus, just the basics, which DigiPen will expand on."*

Miranda: *"I would've been better prepared if I'd taken more math courses in high school. DigiPen will teach you, but it's better if you already know it. Then just be ready to dedicate a lot of time to programming."*

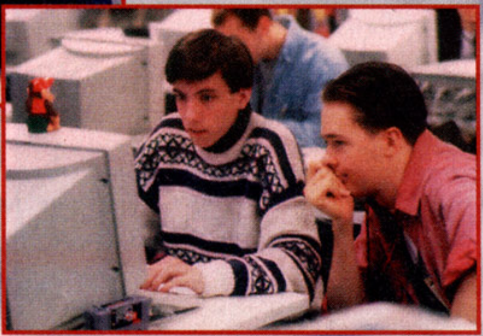
Ed: *"Be sure this is really what you want to do because it's a lot of work. It's not just playing games. And the more you understand about how a computer works, the easier it'll be. If this is something you know you want to do, this is definitely the way to go. It may seem scary coming from far away to study here, but a lot of the people here have come from far away too, so everybody's in a similar situation."*

Patrick: *"The most important thing is to be sure this is what you want to do. When you get here, you have to be self-motivated. Determination and persistence will carry you through. There's not much of a social life, but if you want to make games, this is where you can do it. It's a great atmosphere."* G

Sprott-Shaw
DigiPen
MARKET HALL
FOOD FAIR

The downtown building at 530 Hornby Street. DigiPen has its offices and classrooms on the upper two floors.

◀ Miranda Paugh and Daniel Gibbons study the screen.

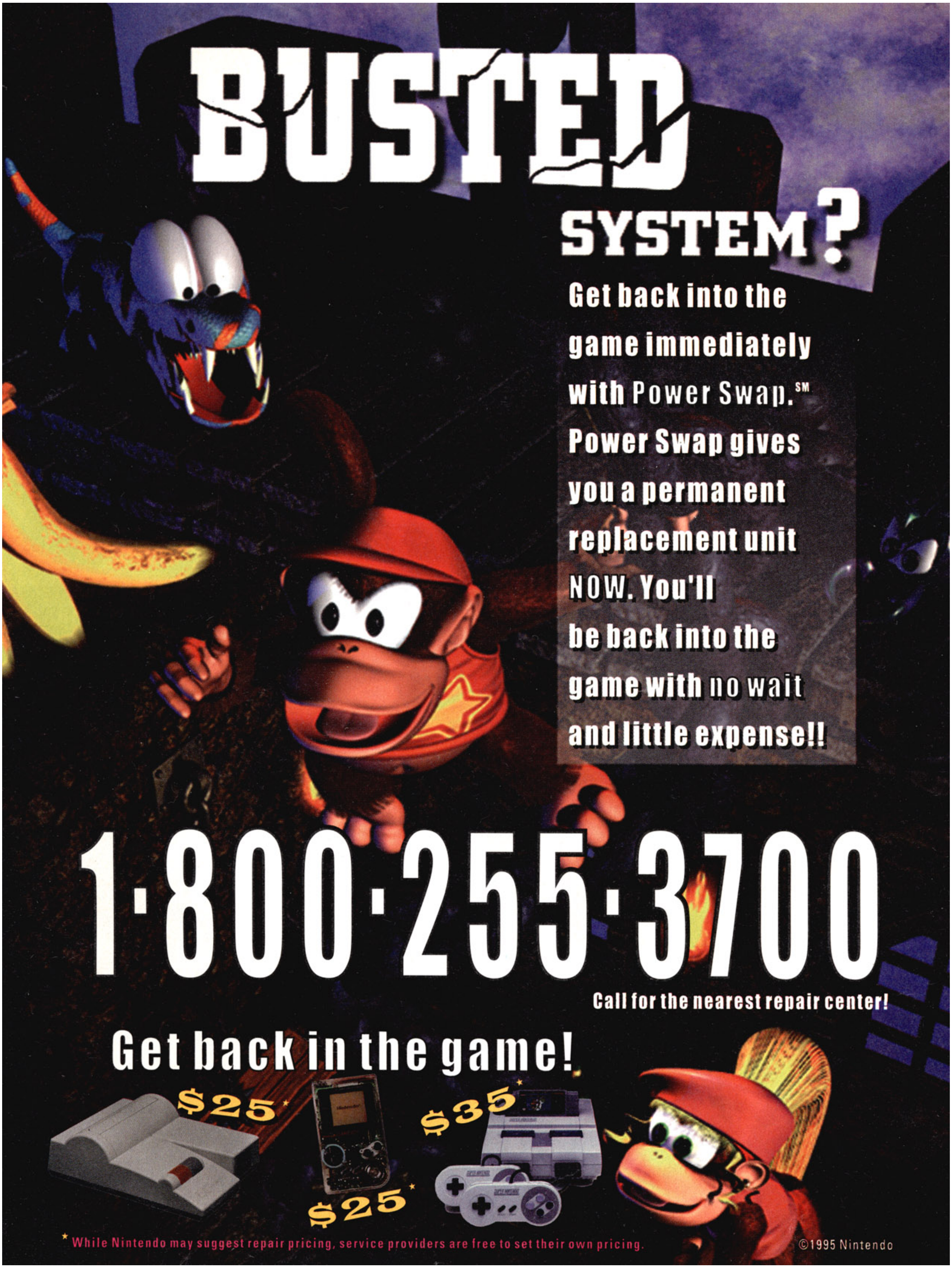


▼ Patrick Meehan looks over Nathaniel Gibson's shoulder as they work together on a video game.

Online Students

Want to write to DigiPen's students? Here are the online addresses of the four students we interviewed.

Miranda	mpaugh@digipen.com
Patrick	pmeehan@digipen.com
Brian	brian@digipen.com
Ed	egroover@digipen.com



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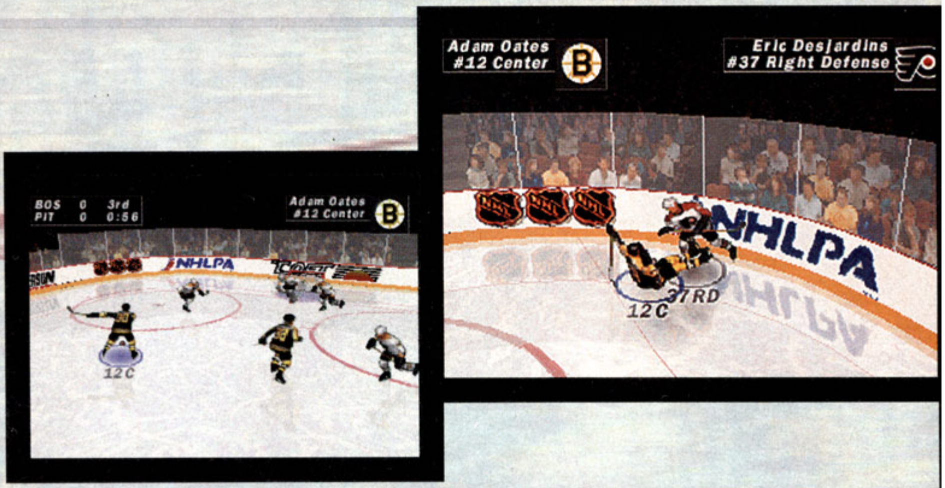
PlayStation


Adam Oates
#12 Center
Eric Desjardins
#37 Right Defense
BOS 0 3rd
PIT 0 0:56
Adam Oates
#12 Center
NHLPA
12C
37RD

You know that dream you've always had of playing professional

NFL GAMEDAY
02:06
CHARGERS
DEFENSE
Faulk
Seau
01:23
Tayl
Haley
Young
Floyd
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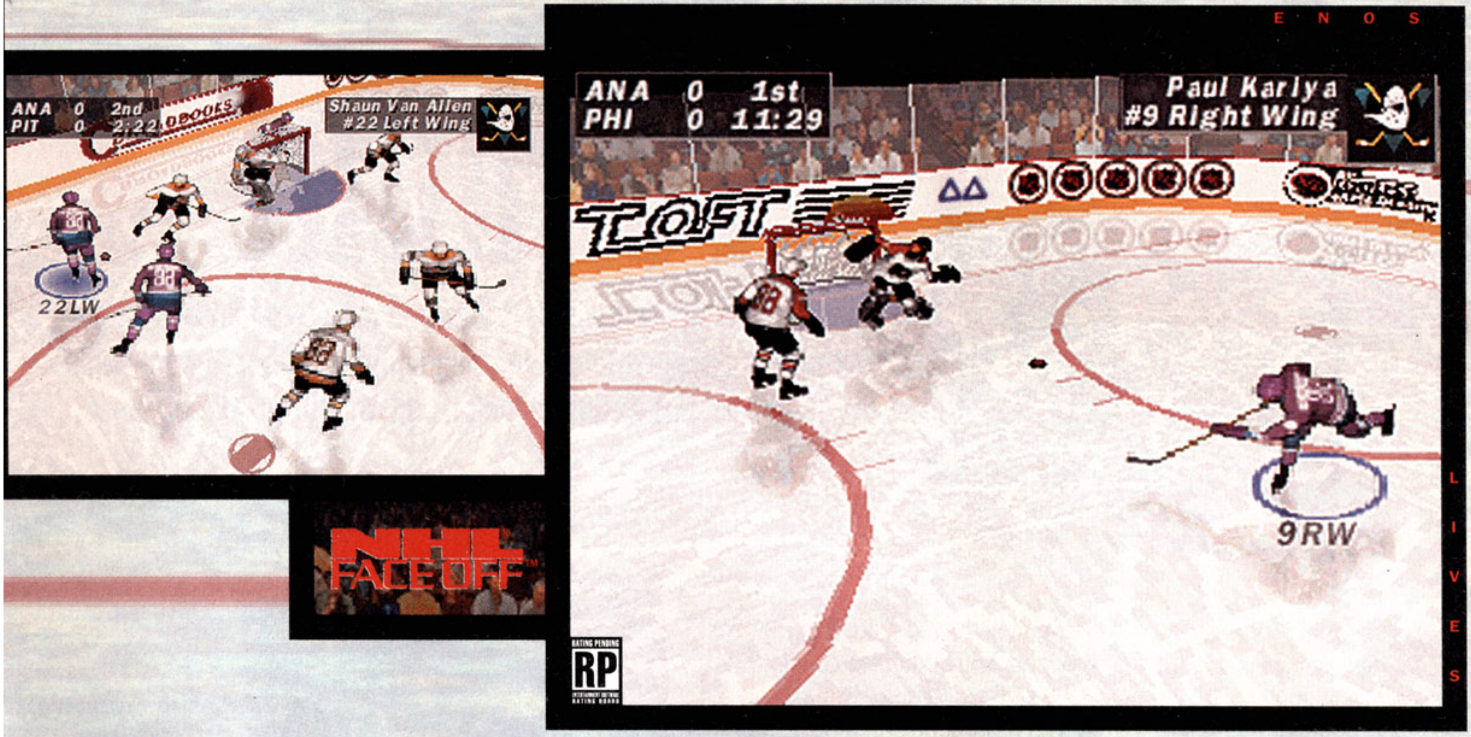
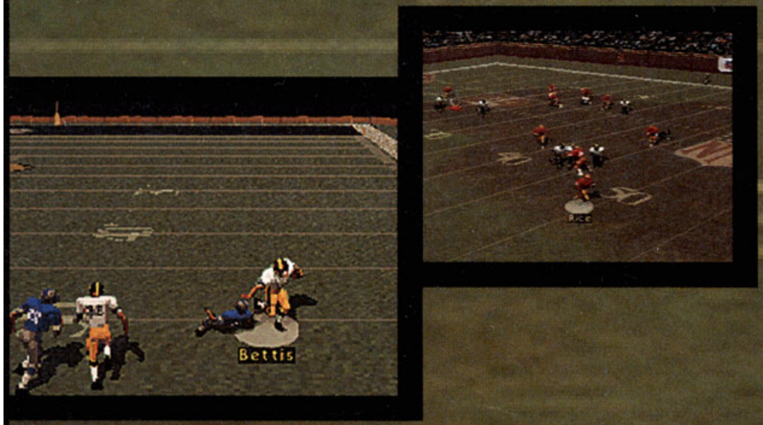


sports? Well, it's not a dream anymore. It's a nightmare.



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL® FACE OFF™ and you're on the field with NFL GAMEDAY.™ The Sony® PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

SONY

PlayStation

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CAPCOM
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SPECIAL FEATURE

On the Trail of Foxhunt

Capcom's allied itself with a Hollywood movie company to make Foxhunt, a unique interactive-movie game. *GamePro* went behind the scenes for this exclusive look as the game was being filmed.

by The Feature Creature

The three amigos behind Foxhunt: Matt Pyken, Adam Berns, and Michael Berns.

Fighting sequences that require quick button presses are sprinkled throughout the game.

Anybody who's ever visited a movie set would recognize all the activity inside a prominent L.A. hotel last spring. Capcom and 3Vision, Inc., an independent movie company, teamed up to make Foxhunt, an interactive-movie game set for release on the PlayStation and PC this winter.

After the Fox

An action game played with actual movie footage, Foxhunt's nonlinear complexity makes it something special in the interactive-movie genre. Every time they play Foxhunt, gamers will be newly challenged and pleasantly surprised by the many strange twists and turns in the plot. You'll control the movements of young Jack Fremont, a Generation Xer who gets dragged into a web of James Bond-like intrigue involving a Russian spy and nuclear launch codes. A twisted ex-Marine, twin assassins, and a beautiful but dangerous accomplice spice up the action.

Twin assassins mean double trouble for Jack Fremont.

As the game progresses, regular-guy Jack becomes a suave, tuxedo-wearing superspy. But the road to superspydom isn't smooth – it's littered with decisions. Which way to go? Whom to trust? When to engage in hand-to-hand combat, when to shoot it out, when to run? These and other quick calls will confront gamers throughout Foxhunt. Your decisions will determine which of the game's six endings you'll reach, including one where Jack joins the bad guys and helps nuke L.A.

George Lazenby and Andrew Bowen compare guns.

Besides the wildly convoluted plot, Foxhunt has another key attraction: humor. Unlike most action games, Foxhunt has enough pratfalls and jokes to keep gamers slapping their knees while they're trying to slap at enemies. Expect killer Vegas showgirls, the Flying Manilows, an agent who arises from a toilet, a psycho who kills with crab mittens, and a Russian who thinks "the proof is in the poodle." Explains Director Michael Berns, "Remember the *Rocky and Bullwinkle* cartoons? They had slapstick humor that everyone laughed at, but also sophisticated comedy that only the older audience would get. Foxhunt will be like that, rewarding attentive gamers with humorous details."

Director Michael Berns gives Andrew Bowen some advice on the hotel set.

Hollywood Takes Over

Unlike most interactive-movie games, Foxhunt is not the work of a game company trying to make a movie; it's the product of a full-fledged movie company making a

The advice must have worked. Beautiful women appear throughout the game to tempt Jack.

Timothy Bottoms spikes the comedy by wearing many disguises throughout the game.

For her role Robia LaMorte sports the girl-next-door look...

...and some sexy fashions that get Andrew Bowen moving.

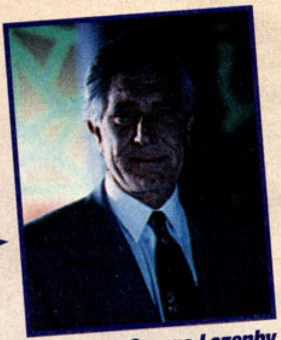
Star Search

Foxhunt boasts an eclectic mix of new and familiar faces.

Andrew Bowen plays the dashing Jack Fremont.

Lewis Arquette, father of Patricia, is a Hollywood veteran cast in the role of the evil Russian.

Timothy Bottoms is the game's mad bomber.



Lazenby...George Lazenby. Best known as the Bond in between Sean Connery and Roger Moore.

Robia LaMorte, Jack's dangerous love interest.

game. Although a software giant, Capcom, is financing the project to the tune of $2 million, Foxhunt is being shot by an actual Hollywood movie company, 3Vision, using a professional movie crew, recognizable actors (including Rob Lowe and Timothy Bottoms), and Hollywood-style special effects. Capcom gave 3Vision almost complete creative control – those are 3Vision's ideas that run through Foxhunt's veins.

Wearing his psycho character's trademark mittens, Timothy Bottoms tries to trap Andrew in a flower shop.

As testament to the Hollywood heart beating inside the game, the hotel being used for all the interior shots was bustling with movie mayhem last spring. Multiple cameras were being positioned among a maze of lights while makeup artists touched up the actors; stuntmen worked out the details of their falls as a workshop staff next door constructed props due on the set in the coming days. Add in the stars prowling around, and you had a full-fledged movie experience worthy of a visit from *Entertainment Tonight.*

3Vision's Three Amigos

Foxhunt's story line is the creation of the 3Vision principals: Matt Pyken, producer/writer; Adam Berns, producer/lawyer; and Adam's brother, Michael Berns, director. Longtime compadres in their early 30s, they already have one game under their belts, National Lampoon's Blind Date, a PC game they made over a year ago. The trio drew from that successful experience, plus their years in Hollywood and their film-school backgrounds, to create Foxhunt.

If nothing else, Pyken and the Berns brothers have made Foxhunt a very efficient production. By writing the story, making the deal, and directing the film themselves, they condensed the entire movie-making process. Whereas a movie often takes a year just to get started, it took only four months to make Foxhunt's deal and begin production. The game will appear within nine months of when it was conceived, an unheard-of delivery time in Hollywood.

Scheduled for 35 days of shooting (including four days of skiing footage at Aspen), the Foxhunt crew worked quickly on the set. A movie typically films two scenes a day, but 3Vision whipped through about 15 scenes during each 12-hour day. Scenes were short but packed with background clues, adding lots of replay value. The most time-consuming scenes were the fights, because of the

Jack Fremont has an encounter in a casino with this seductive dealer, played by Playboy centerfold Barbara Moore.

many moves gamers can use and the many different results they can achieve.

Spring Roles

Gamers and movie buffs should get a kick out of Foxhunt's eclectic cast. Last spring Matt, Adam, and Michael auditioned hundreds of actors and actresses before they settled on their stars. The biggest names, though not the biggest parts, belong to Rob Lowe (*Masquerade, Wayne's World*), George Lazenby (James Bond in *On Her Majesty's Secret Service*), and Timothy Bottoms (star of the Oscar-nominated films *The Last Picture Show* and *The Paper Chase*). Joining them are two relative newcomers, Andrew Bowen (*Coach, What About Bob?*) as Jack Fremont, and Robia LaMorte (who's appeared in Prince's videos and on *Beverly Hills 90210*) as his beautiful accomplice.

Jack can find the missile-launch codes, nab the bad guys and snag the money, but can he get the girl?

All agree that Foxhunt has been a delight to work on. But Foxhunt also imposes unusual demands on the actors because their characters change so quickly depending on what moves the gamer makes. Says Lazenby, "Actors need a lot of flexibility since scenes are shot so quickly and you instantly go from being good to being evil. As Bond, I once waited three days while the crew prepared to film a single scene! On Foxhunt we do a new scene every hour. It's the way movies should be made."

Things don't look good for Jack Fremont when he's surrounded by these musclemen.

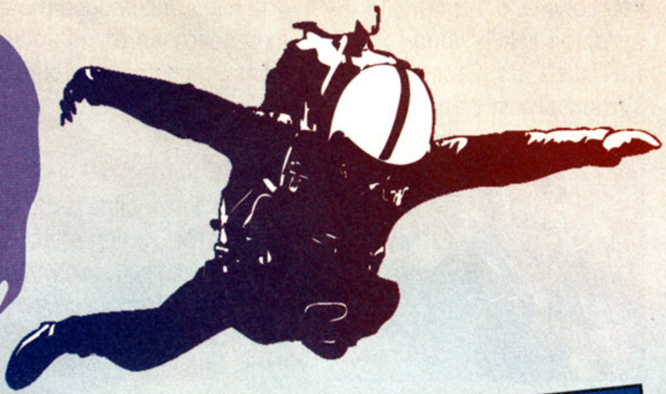
Toward the end of the game, a futuristic vehicle provides Jack with a means of escape.

Film Fun

Will the game be as fun to play as it has been to make? It's still too early to tell, what with months of postproduction and programming looming ahead. However, as Producer Matt Pyken says, "The interactive-movie genre of video games is still waiting for a huge breakthrough hit, the kind that gets turned into a major movie. Some of tomorrow's movie stars are going to come out of our kind of game. Perhaps with our experience and our new approach, Foxhunt could be that hit." For Pyken and the rest, hopefully this Christmas, gamers will chase Foxhunt up the sales charts. **G**

Diving Into the Special Effects

Hollywood movie magic is everywhere in Foxhunt. One example of the special effects is shown in this skydiving sequence.



Andrew hangs from wires with a blue screen behind him. A separate background will be added later.

Andrew clowns with director Michael Berns.

Steve Lamberd, stunt coordinator (standing behind Andrew), set up the stunts.

The scene calls for midair gunplay...

...against Timothy Bottoms's mad dive-bomber character.

Andrew draws a bead on his enemy...

...but is he heading for a happy landing or a belly flop?

Finally, baseball without the chili dog farts.

Ahhhh, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™— with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18 world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.

Nice screen shot, huh?

Cool 3D Graphics

Virtual League Baseball
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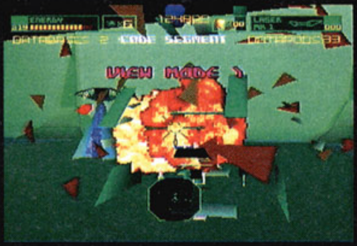

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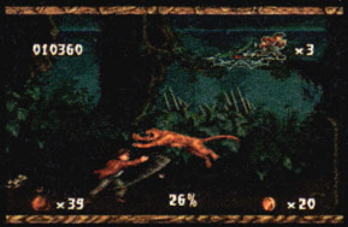

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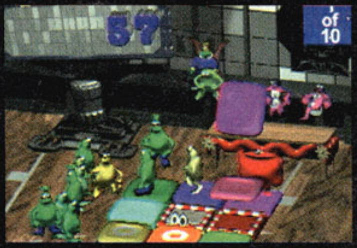
You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.



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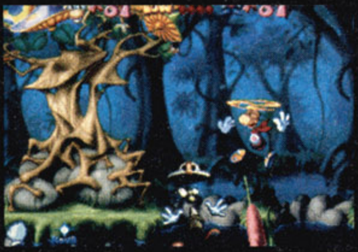
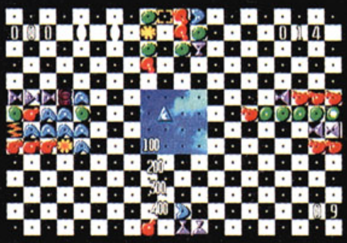
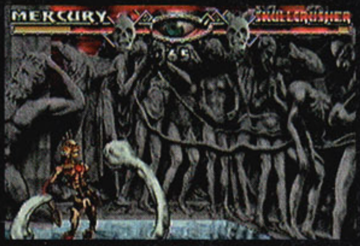
Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmaj, strange little aliens taunt you as you try to solve these puzzles.



Rayman™
It's a dream come true. You're a superhero battling the arch-nemesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



Zoop™
Level after level of brain-burning action coming at you from all sides, faster and faster until your thumbs are numb, your eyes are aching, and your mind is molten.



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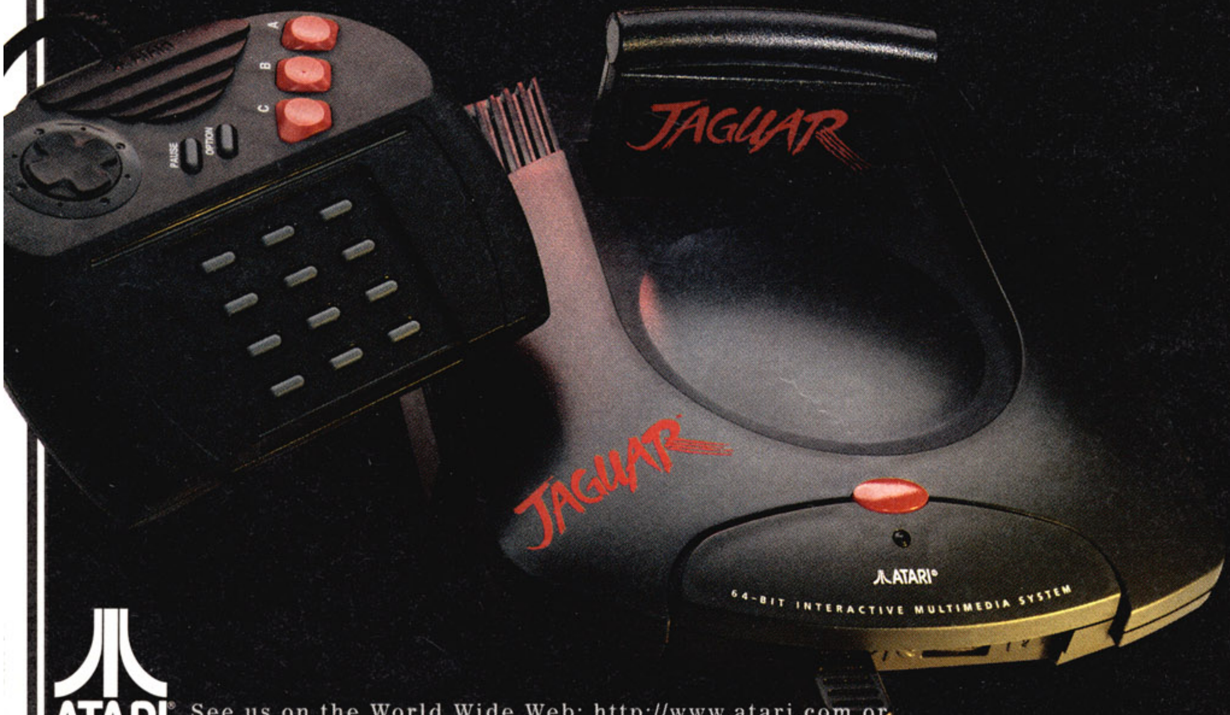
With at least six special moves each, they're seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool when you kick their butts.



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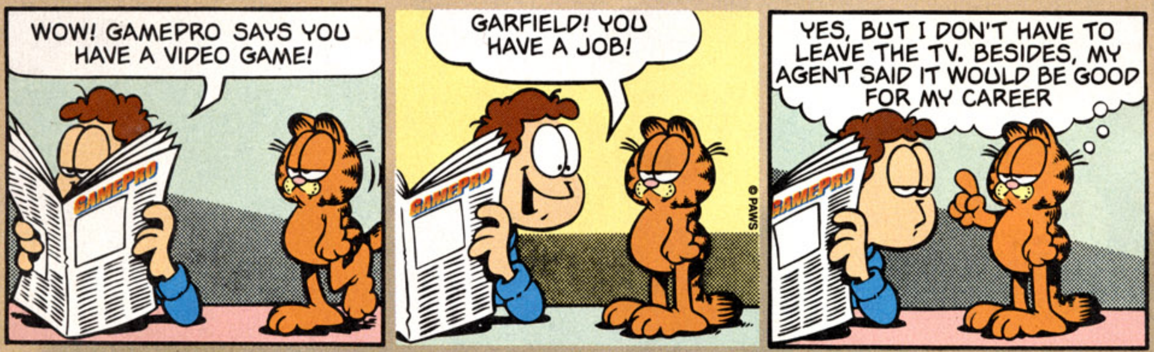
SPECIAL FEATURE

Garfield Gets a Game

MEET THE MAN BEHIND GARFIELD (THE CAT, THE CARTOON, THE COMIC STRIP, AND THE GAME)!

BY THE FEATURE CREATURE


WOW! GAMEPRO SAYS YOU HAVE A VIDEO GAME!
GAMEPRO
GARFIELD! YOU HAVE A JOB!
GAMEPRO
© PAWS
YES, BUT I DON'T HAVE TO LEAVE THE TV. BESIDES, MY AGENT SAID IT WOULD BE GOOD FOR MY CAREER
GAMEPRO

Jim Davis created Garfield back in the late 1970s. Having taken his persnickety feline from syndicated comic strips to TV, Davis has embarked into the 16-bit world. We caught up with Davis to find out how the new Genesis game – and the cat – are doing.

Top Cat

GamePro: When did you first consider a Garfield game?

Jim Davis: *I've known Tom Kalinske, Sega's president, for 15 years. We always thought it would be a good idea, but neither of us was ready. I didn't have the time to devote to it because of other projects. Two years ago Tom felt the time was right, so we started.*

GP: What were your original gameplay ideas?

JD: *We wanted to do new things with the characters while still having proper gameplay. Our basic inspiration was a book I had written a long time ago called* Garfield's Nine Lives, *which we later animated for an hour-long TV special. The cartoon was great fun because it gave us the opportunity to make Garfield more kinetic than the lazy cat he usually is. Moving and jumping around were unusual for him!*

For the game, we altered the Nine Lives *concept a little bit, putting him in different TV and movie scenarios. As Garfield goes through the levels, Odie the dog takes on various forms, which were a lot of fun to create. I worked closely with Sega on the story and the character design every step of the way, and I contributed original art for the cover design and the intro.*

Jim Davis and his favorite feline

GP: Is the Garfield in this game different from the cat we've known over the years?

JD: *I've been drawing Garfield for 17 years. Over that time his personality hasn't really changed – he's still as lazy as ever. But the way we've drawn him has changed, so that now his body is rounder. This is the Garfield in the video game.*

Feline's Future

GP: Are you a gamer?

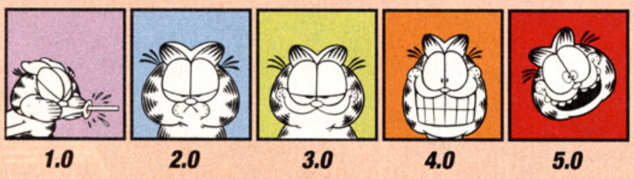
JD: *I like playing video games, either on my PC or Saturn. In fact, I have* Daytona USA *going now. I'm no pro, but they're great fun and they help clear out the cobwebs.*

GP: What's next for Garfield?

JD: *I'm looking forward to doing more Garfield games. If the reaction to this first one is good, we'll probably go ahead with our plan for sequels.* G

One Cat's Opinions

What if Garfield rated games? Jim Davis draws the *GamePro* ratings faces.



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Holiday Gift Guide

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Eclipse Stick for Sega Saturn™

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ECLIPSE STICK

Eclipse Pad for Sega Saturn™

This ergonomically designed control pad sets the standard for comfort and features with eight large fire buttons, independent auto-fire, **programmable** synchro-fire, an LED panel, slow motion, and an extra long cord.

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Six fire buttons, independent control for semi and hands-free auto-fire, three speeds of auto-fire, and an extra long cord make this pad a vital threat to any opponent.

Holiday Gift Guide

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SG ProPad 6 for Sega Genesis®

If you haven't heard about this one yet, it's time you did. The SG ProPad 6 is your *only* choice for total control over your Sega Genesis games. It has a six button arcade-style layout, programmable turbo-fire, programmable synchro-fire, slow motion, LED indicators, an extra long cord, and a smooth, comfortable feel.

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This powerful controller will *definitely* give you an edge over any game. With features like semi and hands-free turbo fire for *all six* fire buttons, slow motion, and an extra long cord, you'll be all over the competition in no time. It even has a clear casing, so you can check out what goes on inside.

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The Cover	All / Some / None	5	4	3	2	1
Letter from the GamePros	All / Some / None	5	4	3	2	1
The Mail	All / Some / None	5	4	3	2	1
GamePro Gallery	All / Some / None	5	4	3	2	1
The Cutting Edge	All / Some / None	5	4	3	2	1
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Blockbuster Champs Invade GamePro!	All / Some / None	5	4	3	2	1
PlayStation ProReviews	All / Some / None	5	4	3	2	1
Saturn ProReviews	All / Some / None	5	4	3	2	1
32X ProReviews	All / Some / None	5	4	3	2	1
Genesis ProReviews	All / Some / None	5	4	3	2	1
Super NES ProReviews	All / Some / None	5	4	3	2	1
3DO ProReviews	All / Some / None	5	4	3	2	1
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The Sports Page	All / Some / None	5	4	3	2	1
Role-Player's Realm	All / Some / None	5	4	3	2	1
Super Game Boy ProReviews	All / Some / None	5	4	3	2	1
Game Gear ProReviews	All / Some / None	5	4	3	2	1
ProStrategy Guide: Chrono Trigger	All / Some / None	5	4	3	2	1
ProStrategy Guide: Yoshi's Island	All / Some / None	5	4	3	2	1
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The Fighter's Edge	All / Some / None	5	4	3	2	1
GamePro Labs	All / Some / None	5	4	3	2	1
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PC GamePro	All / Some / None	5	4	3	2	1
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2) What game systems do you currently own?

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- ☐ Game Boy
- ☐ Game Gear
- ☐ Genesis
- ☐ Jaguar
- ☐ Macintosh personal computer
- ☐ Neo•Geo
- ☐ PlayStation
- ☐ Saturn
- ☐ Sega CD
- ☐ Super NES
- ☐ Virtual Boy

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- ☐ Die Hard Game Fan
- ☐ Electronic Gaming Monthly
- ☐ Electronic Gaming Monthly 2
- ☐ Game Players
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- ☐ Next Generation
- ☐ Nintendo Power
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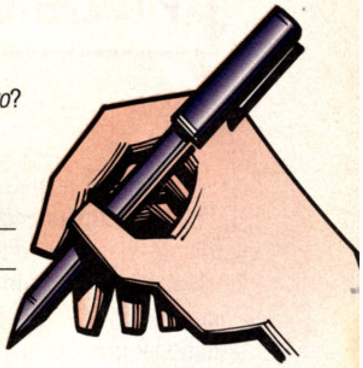

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SPECIAL FEATURE
BLOCKBUSTER
WORLD VIDEO GAME
CHAMPIONSHIP II

BLOCKBUSTER CHAMPS INVADE GAMEPRO!

The Blockbuster World Video Game Championships II culminated with a weekend in San Francisco and a wild day at *GamePro*!

By The Feature Creature

GAMEPRO
THE #1 VIDEO GAME MAGAZINE
Presents
BLOCKBUSTER
WORLD VIDEO GAME
CHAMPIONSHIP II
WELCOME
WORLD
VIDEO GAME
FINALISTS

The winners at Planet Hollywood, from left to right: Shaun Fuller, Leon Kane, Andrew Smallwood, Edward Callis (with raised hand), Brandon Veach, Amarelus Knights (front), Nathan Laidlaw (wearing hat), Danny Parker, Ricky Frazier (far back with hat), Kelly Banach (front), Lucio D'Andrea (back)

Four days of festive fun – that was the unanimous verdict at the finals of the Blockbuster Video Game Championships II. The 11 international finalists arrived in San Francisco on August 19 for a weekend tour that included a boat ride on the bay, a tour of Alcatraz Island, and a surprise visit from NBA superstar Hakeem Olajuwon. But the biggest excitement was still to come.

Battle to the Finish

On Monday, August 21, the party moved to Planet Hollywood in downtown San Francisco for the video game championships of the world. With local TV crews looking on, the 11 finalists competed solo in four games for the SNES or Genesis. Among the games were NBA Live '95, Kirby's Avalanche, and the then-unreleased Zoop.

From the 11 players emerged a final four: Kelly Banach, age 13, New Berlin, Wisconsin, and Ricky Frazier, age 12, Neptune Beach, Florida, on the Genesis; and Andrew Smallwood, age 11, New Albany, Indiana, and Leon Kane, age 15, Kingston, England, on the SNES. The other seven finalists were Lucio D'Andrea, age 13, Salta, Argentina; Amarelus Knights, age 14, Washington, D.C.; Brandon Veach, age 14, Lake in the Hills, Illinois; Danny Parker, age 17, Melbourne, Australia; Nathan Laidlaw, age 17, Perth, Australia; Shaun Fuller, age 18, Durham, North Carolina; and Edward Callis, age 19, Hull, England.

The final contest was a head-to-head fighting match playing Batman Forever. After overcoming the challenge of

NUMBERS GAME

All 11 finalists rated six specific games during their day of gameplay at *GamePro*. Here are the group's average ratings, and what the finalists had to say about the games:

Tekken (PlayStation)

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	ADJ. Adjustable

Leon on Tekken: "It's the first time I've played one of these systems, and it's amazing! The game's great!"

Teleroboxer (Virtual Boy)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.5	ADJ. Adjustable

Kelly on Teleroboxer: "The sound is good, but the game's just okay. I wasn't that impressed overall. It could've had more moves."

MK 3 (Super NES)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

Andrew and Lucio on MK 3 (SNES): "It's unanimous! We love this game!"

Virtua Fighter (Saturn)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

Edward on Virtua Fighter: "I love VF, but the European version seems better because it makes you feel like you're closer to the action."

Shaun on VF: "Awesome! I've played this in the arcade, and the Saturn version is identical!"

Nathan on VF: "I've never played the Saturn before, but it's great, and VF's a top game."

Vectorman (Genesis)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ. Adjustable

Brandon on Vectorman: "It's pretty good, it has a different kind of gameplay that reminds me a little of Earthworm Jim."

Gex (3DO)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	3.0	INT. Intermediate

Amarelus on Gex: "It took too long to get started, but the graphics are good. It's pretty fun to play, but there's not enough to do besides kicking."

Danny on MK II (arcade): "This was my favorite game until I was killed by a *GamePro* editor. Usually I can fool my friends by playing as Mileena, but I can't fool you guys!"

more than 300,000 players around the world, Ricky Frazier (Genesis) and Leon Kane (SNES) claimed their thrones as world champions. Their prizes included a check from Blockbuster for a $5000 savings bond or scholarship.

Gaming at GamePro

The next day was filled with a whirlwind of activities at the *GamePro* offices in San Mateo, California. Once they survived a welcome of confetti, cheers, and gifts, the finalists and their families toured the offices to see how *GamePro* magazine is created. Then came hours of gameplay in the game lab, featuring lots of arcade action and sneak peeks at some unreleased next-generation titles. The finalists had lots to say about the games set up for them to play (see sidebar for reviews).

Game Captain Jon Robinson times Amarelus Knights.

Lucio D'Andrea and Danny Parker square off at the Planet Hollywood finals.

Leon Kane concentrates on his game while Game Captain Chris Nicolella keeps time.

Welcome to* GamePro*!

Finalists Amarelus Knights, Nathan Laidlaw, and Kelly Banach get in some practice before the final competition.

Shaun Fuller is surrounded by some of the homemade models in Scary Larry's office.

Kelly Banach joins* GamePro *staffers Teresa Hill and Sean Tolan in an art department office.

Finalists and families wait anxiously during the competition.

THE FINAL FOUR

Scary Larry croons with Genesis champion Ricky Frazier.

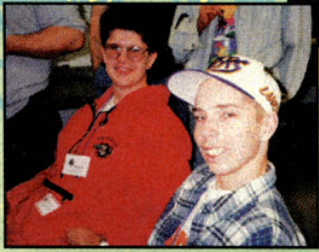
Scary Larry shares a laugh with SNES champion Leon Kane.

SNES semifinalist Andrew Smallwood

Genesis semifinalist Kelly Banach

Playing Zoop at the Planet Hollywood podiums: On the left Game Captain Austin Leininger times Lucio D'Andrea, while on the right Andrew Smallwood plays next to Game Captain Chris Nicolella.

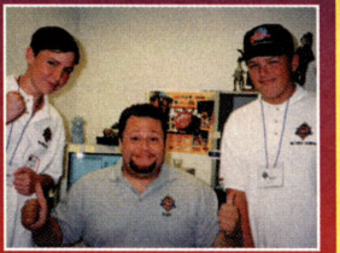
Game Captain Jon Robinson sets up a new game for Nathan Laidlaw during the practice session.


Shaun Fuller and Nathan Laidlaw take a break in GamePro's lab.

During the tour of GamePro's offices, Director of Creative Services Francis Mao hung out with finalist Edward Callis...

MORTAL KOMBAT
...Lucio got some ProTips from Editor-in-Chief Wes Nihei...

MORTAL KOMBAT
...GamePro's Bruised Lee challenged Lucio D'Andrea and Kelly Banach to some MK II...


...and champions Leon Kane and Ricky Frazier reviewed Virtua Fighter (Saturn) with Scary Larry! Look for their ProReviews elsewhere in this issue.

Advice from The Champs

What does it take to become a world champion? Here's how Ricky Frazier and Leon Kane made it to the top. "Try not to think about everything that's going on around you as you're playing, just focus on the game," says Leon. "Don't be nervous – I only got nervous in the final match because I knew that my opponent was a great player."

Ricky adds, "Take each match step by step. You can't go in expecting to win the whole thing. Be confident without being bigheaded. I didn't get nervous until my opponent in the finals won one of the Batman Forever rounds against me."

Does practice make perfect? Ricky, who says that NBA Jam is his favorite game, said he practiced almost eight hours a day for a few weeks before the tournament started (good thing it was summer vacation!). Leon, a Tekken fan, says he only practiced an hour a day, but he was totally concentrating during the short practice time before each game during the finals.

It was an exhilarating, exhausting time. See you next year!

Now the only question is how the two champs will spend their $5000 prizes. At 12, Ricky already has his eyes on a new car in a few years. Leon wants to save his money and perhaps eventually start a business. His dream job would be to work for a gaming magazine like *GamePro*. "Winning was fun, and it was definitely a dream come true," he says, "but the day at *GamePro* was truly excellent!" G

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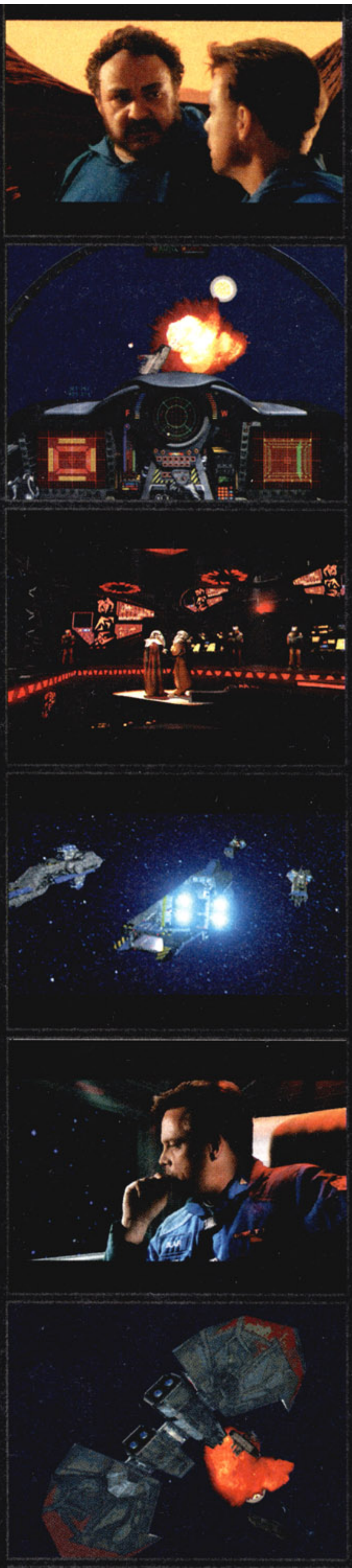

DON'T WATCH THE GAME, *PLAY THE MOVIE!*

A 3DO EXPERIENCE

PlayStation

SEGA SATURN

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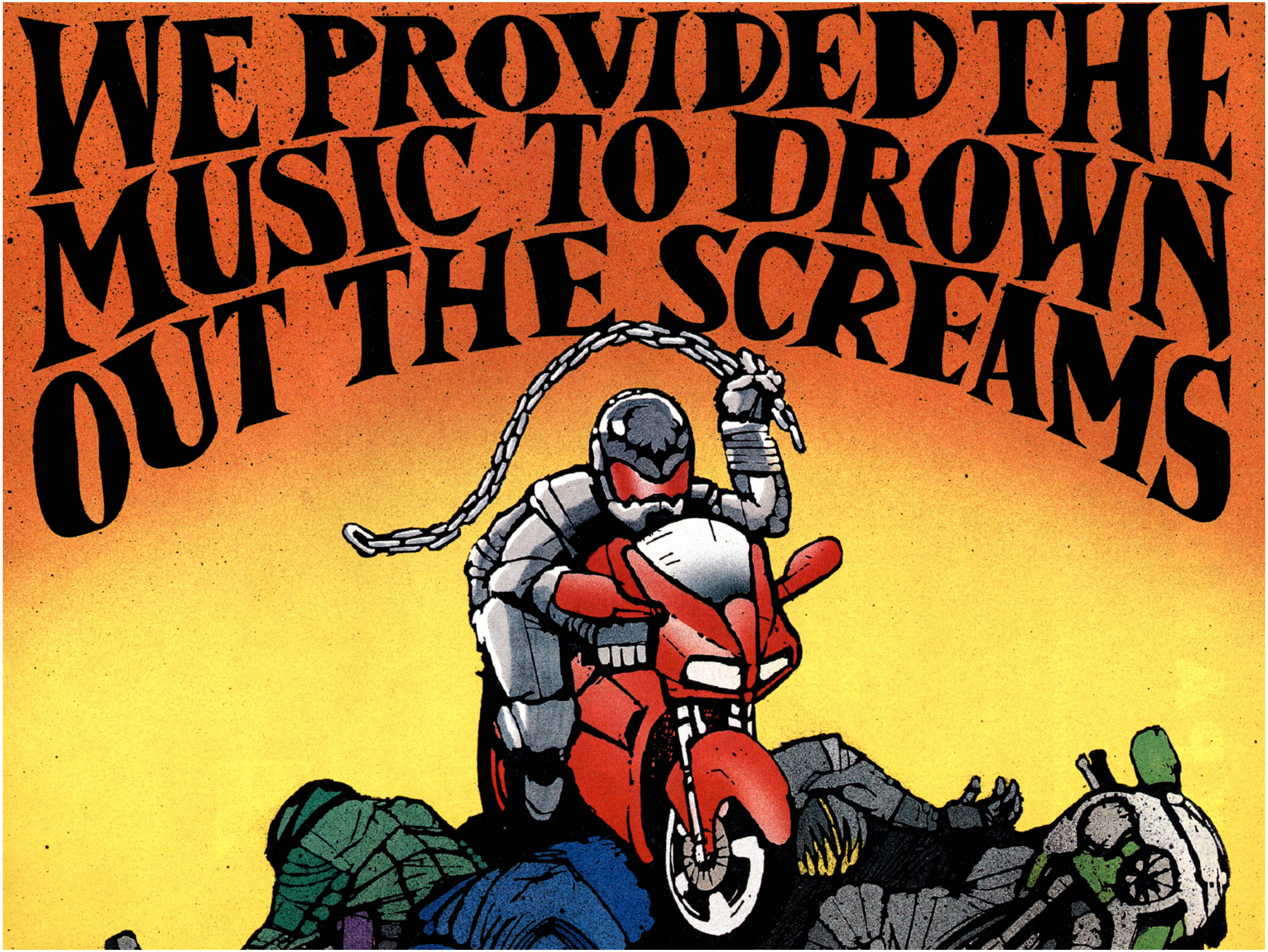
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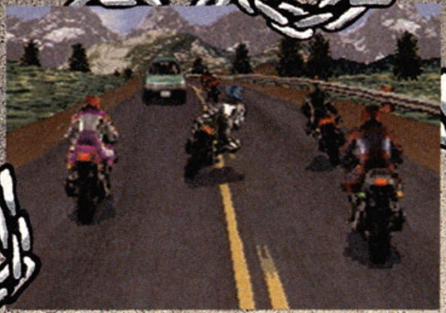

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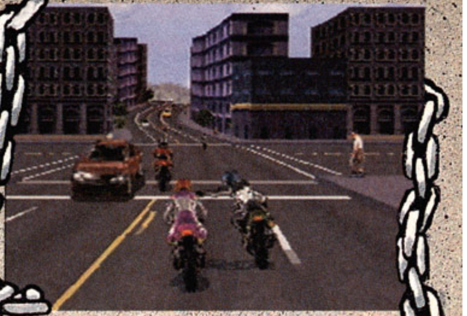

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NOW BURNING UP THE PLAYSTATION™

DOOM

SPECIAL PLAYSTATION EDITION

By Major Mike

If you're looking for a reason to buy a PlayStation, Doom: Special PlayStation Edition is the strongest one yet. Not just another run-of-the-mill conversion of the popular PC title, this Doom doubles its replay value by giving you enhanced versions of both Doom and Doom II. Williams' pairing creates one of the most intense, thumb-blistering, and enjoyable games that any next-gen system has yet offered.

My New Gun

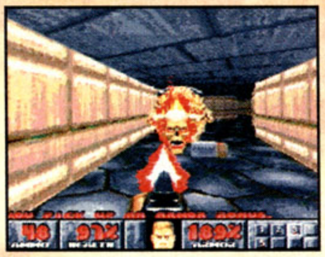
Doom isn't just a game, it's an experience – a white-knuckle, edge-of-your-seat, sweat-a-thon in which the only object is survival. It's you against them...lots of them!

The other 32-bit versions of Doom were enjoyable, but this one blows them away (pun intended). Doom PlayStation has incredibly smooth scaling, excellent controls, and a knockout soundtrack. In fact, this version of the popular Id title gives even the PC versions a run for their money.

Using a first-person perspective, Doom PlayStation has 50-plus levels filled with nightmare-inducing creatures hell-bent on your demise. No one is on your side. Shoot anything that moves.

Fortunately, several weapons are available to help you blast through the levels. Remember this: The BFG-9000 is your best friend.

Where the other versions basically adopted the levels from the first PC game, Doom PlayStation revs up the original game in an Ultimate mode that has new levels and enemies from Doom II. The second play option, Doom II, also features new levels. These changes intensify the game and add enough new twists and turns to surprise even the most battle-weary Doom player. Cooperative and Death Match modes for two players connected by a Combat Cable add to the fun.

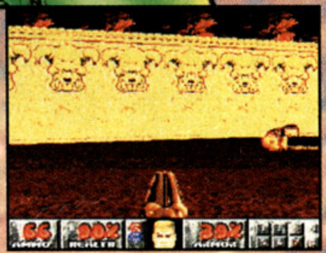


PROTIP: Keep your distance when you fire the fatal shot at a Pain Elemental. When it dies, Lost Souls swarm you. Don't use the rocket launcher on them – they lunge when it hits, and if they're too close, you take damage.

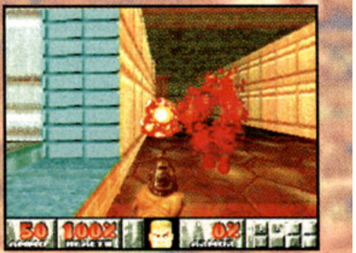
All the Doom That Fits

Doom features superb visuals and audio. The graphics are the most striking element. Walls and other objects are still pixelated when you get close, but they appear much clearer than in other versions. The scaling, whether you walk or run, is incredibly smooth. The monsters don't blur together here; all enemies are clearly distinguishable, especially when a giant pack heads your way.

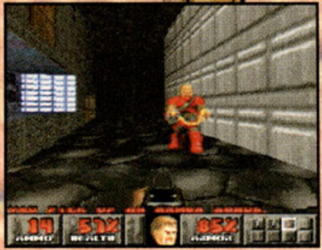
Every stage has a haunting quality, especially those set outdoors, like the flaming sky



PROTIP: When you see the Baron heads imprinted on the wall, get ready – a Baron is in the area.



PROTIP: When enemies are near a barrel, shoot it. Barrels are like nitroglycerin – highly volatile.



Hey, what's this guy doing in the first Doom game?

PlayStation Game ProFile

Doom: Special PlayStation Edition

(By Williams Entertainment)

MATURE M AGES 17+

It's Doom, but it's bigger, louder, and meaner than ever before. If you think you've played it all, think again! This is the best console version of Doom to date.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

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CD
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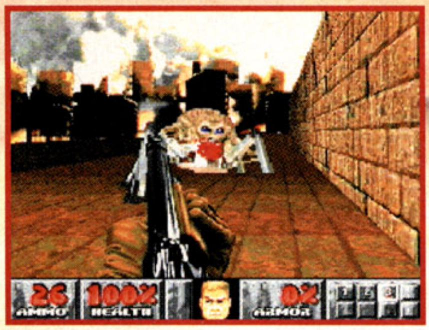
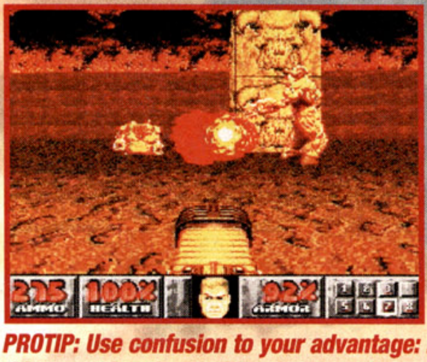
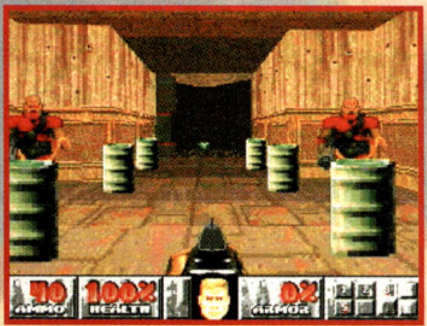
Shoot-em-up
2 players
50+ levels
First-person view



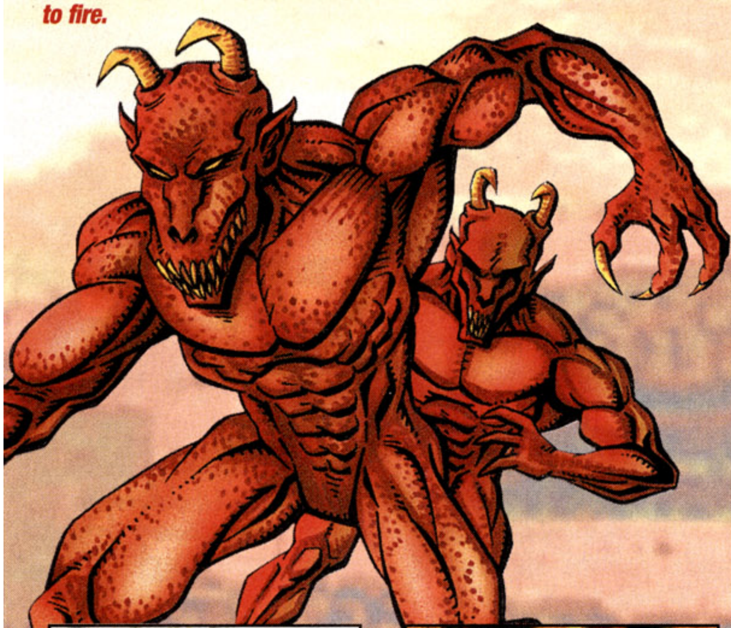
PROTIP: Level 42 – Arachnotrons are easy to destroy with the shotgun. Stay close, pump relentlessly, and they'll never get a chance to fire.



PROTIP: Use confusion to your advantage: If things get hectic enough, your enemies end up fighting each other.



PROTIP: Level 50 – When you start the stage, run for the exit as fast as you can. Your enemies shoot the barrels, starting a chain reaction of destruction.



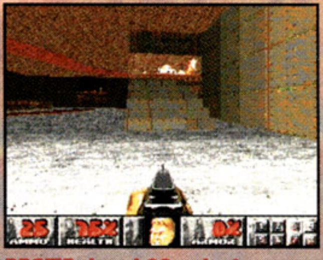
in Level 23 (the Tower of Babel). It fits in perfectly on this cat-and-mouse stage where your objective is to destroy the most fearsome creature in the game: the Cyberdemon. Kill the lights when you get there!

The sound, which plays a key role in any Doom game, is equally impressive. Every effect is crystal clear – from the ear-piercing shriek of the Barons to the cybernetic legs on the Arachnotrons. This is one game to play loud (crank up the bass on the Barrels of Fun level), especially to catch important audio cues like secret doors opening and closing. The music is perfect with some of the most haunting and chilling tunes on the PlayStation yet.

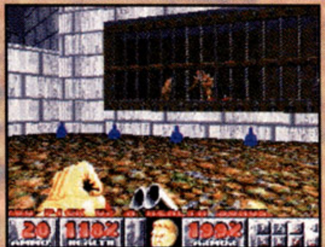
Un-Doomed Controls

Imprecise controls can ruin a game like this. Fortunately, Doom PlayStation handles flawlessly. One of the advantages of the PlayStation's multibutton controller is the additional functions it allows. You can run, fire, sidestep, strafe, and quickly select from the six-weapon arsenal. Lining up and blowing away nasties is easy, and making jumps, which requires some skill, isn't the guessing game it previously was.

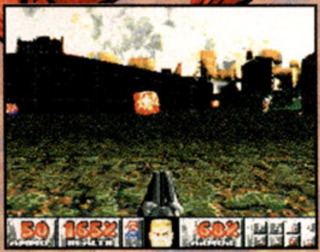
Games of this caliber don't come around often – especially for a system in its infancy like the PlayStation. Crank up the stereo, kill the lights, and grab a controller – this is one gaming experience you're not likely to forget for a long time. G



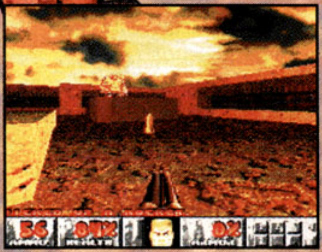
PROTIP: Level 36 – Just as you reach the bottom in the elevator, push the switch on the wall. It activates the giant crusher that smashes some Barons and an Arachnotron.



PROTIP: Although the double-barreled shotgun is powerful, it takes a bit of time to reload it. Use the pump shotgun in tight situations instead.



PROTIP: You can run from the Revenant's missiles, but they follow you. Run by walls and other solid objects to use them as decoys.



PROTIP: Level 37 – Don't shoot all the Mancubus. Keep at least one alive until you collect all the items. The moment the last one dies, doors open and the place floods with Arachnotrons.

Three Modes of Play

Single Player

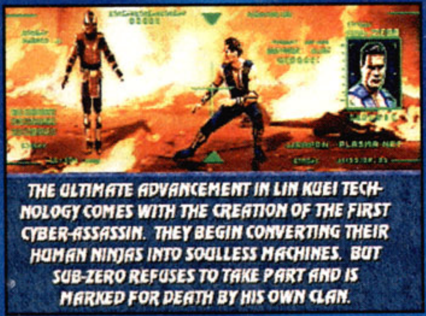
Cooperative

Death Match

PlayStation

By The Axe Grinder

Although it's an outstanding conversion of the arcade game, Mortal Kombat 3 for the PlayStation can't disguise what it really is: An awesome home version of a game that wasn't so great to begin with. Naturally, a few elements don't hold up well to the source material, but of all the home versions of the blood-gushing blockbuster, this one's by far the best.



THE ULTIMATE ADVANCEMENT IN LIN KUEI TECHNOLOGY COMES WITH THE CREATION OF THE FIRST CYBER-ASSASSIN. THEY BEGIN CONVERTING THEIR HUMAN NINJAS INTO SOULLESS MACHINES. BUT SUB-ZERO REFUSES TO TAKE PART AND IS MARKED FOR DEATH BY HIS OWN CLAN.

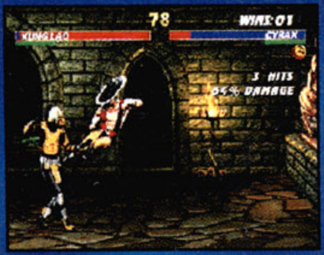
Cinematics move the story forward.

The Good News

The controls are a breeze. The simple button-tapping combos are easy to execute as long as your fingers are fast. The special moves are also a breeze. Most of the game's several combos become second nature with enough practice.

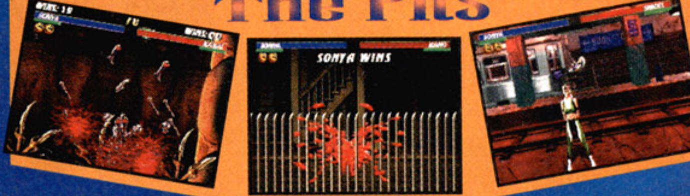
Graphically, this version rivals the arcade game, except for a faint bit of distortion in the fighters' sprites. All the Babalities, Friendships, Animalities, and fatalities look great, as do the backgrounds (especially the double-decker effect when you uppercut an opponent through the ceiling to the room above).

The sound is nothing short of awesome, especially the music. The CD audio does ample justice to the soundtrack. Some tracks truly jam (like the Soul Chamber and the Tower) with haunting choruses and forbidding symphonies. The sound effects also shine, from the flourishes that accompany special moves to the grunts of kombatants as they run across the screen.



PROTIP: For a nasty 54%-damage triple-hit combo with Cyrax, drop a bomb, uppercut an opponent onto it, and uppercut them again when they're blasted into the air.

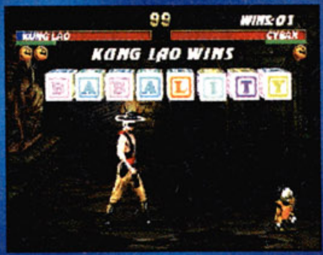
The Pits



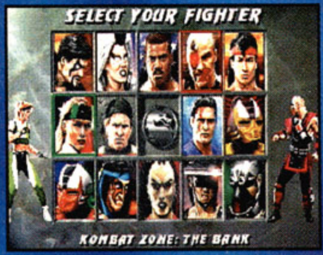
Wounded Gameplay

Don't get too excited. The conversion isn't perfect. One gigantic flaw – one that's more the fault of the system hardware than the programming – is the slowdown when Shang Tsung morphs. When he transforms into another character, the action freezes for a good four or five seconds. Ditto for when he morphs back into his usual form.

These pauses get seriously annoying – especially when they interrupt an intense fight. After a few of these delays, you'll wind up disabling the morphs altogether.



PROTIP: To perform a Babality or Friendship, you cannot block on the deciding round.



Sonya and Kano are at it again.

Upgrade on the Way?

Flaws aside, this port is good enough to convince fans of the arcade game to buy a PlayStation. But the conversion, excellent though it is, won't win over those gamers the arcade MK 3 failed to impress. They'll want to wait for the new fighters and stages of the forthcoming MK 3 Ultimate arcade upgrade. G

PlayStation Game ProFile

Mortal Kombat 3

(By Sony Computer Entertainment)

MATURE M AGES 17+ **The PlayStation launches with an excellent arcade conversion of a flawed game. This disc is the best home version of Mortal Kombat 3 so far, warts and all.**

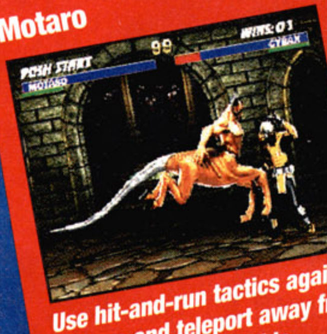
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	4.0	ADJ. Adjustable

Price not available
CD
Available now

Fighting
2 players
Side view

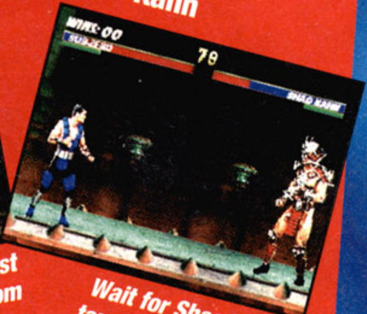
Boss Time

Motaro

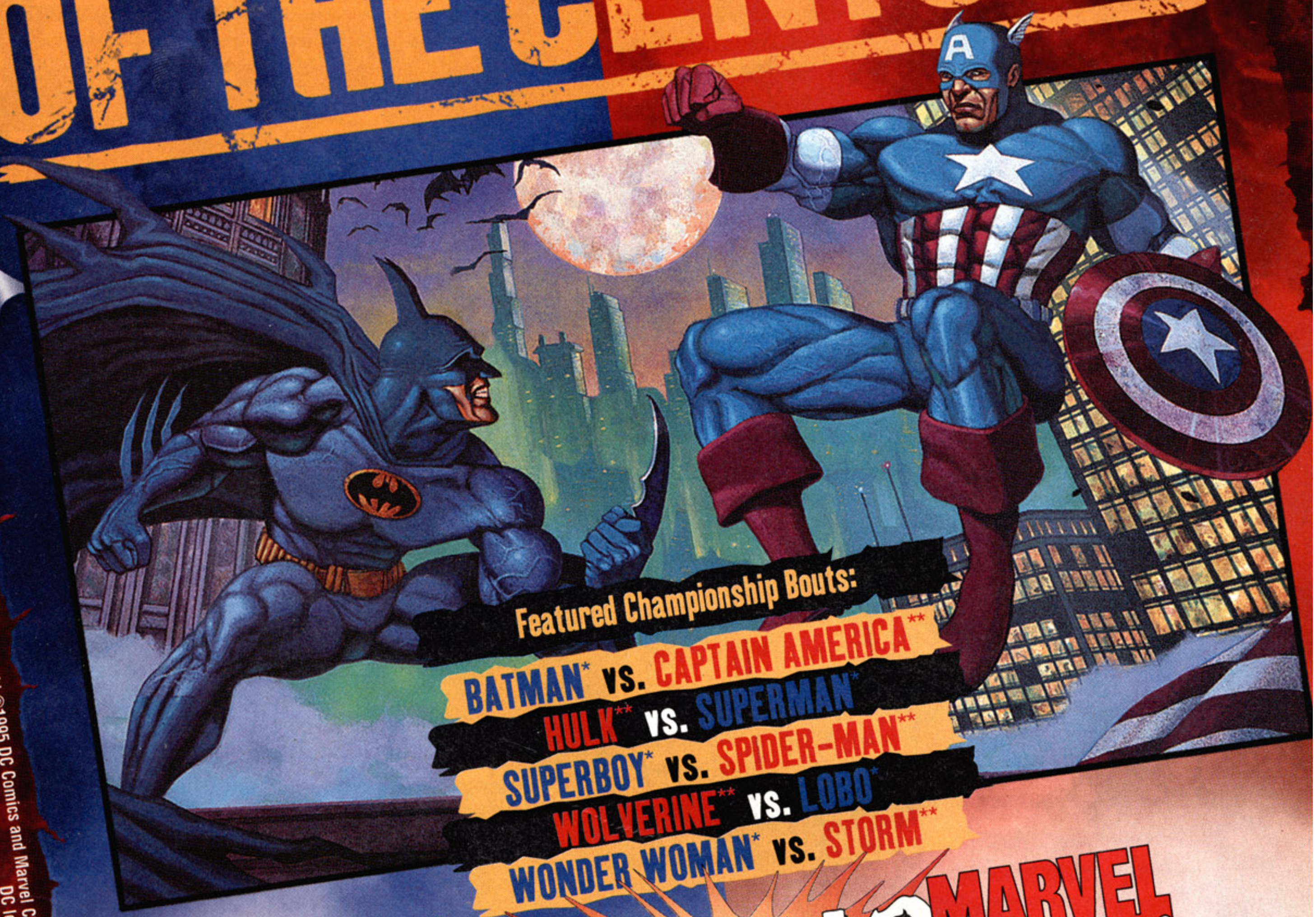


Use hit-and-run tactics against Motaro and teleport away from him whenever possible.

Shao Kahn



Wait for Shao Kahn to taunt you, then attack.



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By Scary Larry

There's a new game in town, and it's quite a looker. Combining the best of WWF and Mortal Kombat, WWF Arcade is a great game with lots of depth, stunning graphics, and first-rate playability.

Wrestle in Peace

WWF Arcade is a rock-em, sock-em, slam-wham-thank-you–Bam Bam Bigelow slugfest with a unique twist and some interesting, complex gameplay.

It's a standard two-out-of-three-fall bout, but the difference is that the fighters are the cream of the WWF crop, including Bam Bam Bigelow, Yokozuna, Bret Hart, Lex Luger, The Undertaker, and more. Each wrestler wields a vast array of quick, agile moves, like knee drops, rope throws, and eye gouges.

In addition to the repertoire of special moves is a combo system, which involves some thumb gymnastics but is fairly easy to stumble across – like the combos in Killer Instinct. The system works like MK 3's: A few button taps can trigger a combo of 20 hits or more.

You battle against a friend, the computer, or, in the case of the two championship bouts, every wrestler in the game. As the championship progresses, you fight two, three, and eventually all eight opponents in succession.

WWF WRESTLEMANIA

Ready to Rumble

The outstanding graphics reach the digitized heights of MK 3 for the PlayStation. Although everyone eternally wishes for bigger sprites, the quick, ultrasmooth graphics will please you. The backgrounds, however, remain the same for every match. Different stages would have added to the graphical splendor of this game.

The sounds are almost too good. A running commentary from the ringside enhances the all-out-brawling mood, and the body slams, bone crunches, and agonized screams of pain are a treat for the ears.

Mania Magic

WWF Arcade is a great wrestling game, a great fighting game, and a great as-fun-to-watch-as-it-is-to-play game. Get ready to rumble with the best PlayStation fighting game so far. G

PlayStation Game ProFile

WWF Wrestlemania: The Arcade Game

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

Get ready to rumble with the most unique fighting game to date. This one should sell the PlayStation plenty.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	ADJ. Adjustable

$59.95
CD
Available November
Fighting
2 players

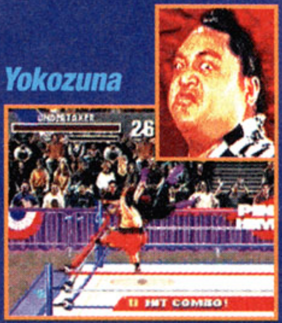
8 wrestlers
Side view
ESRB rating: Kids to Adults

COMBOS

Try these multihit maneuvers after a grab.

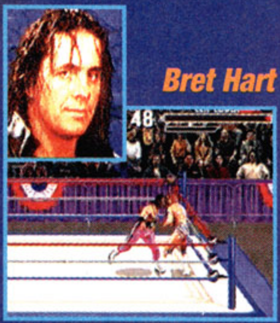
B = Block; K = Kick; P = Punch; PK = Power Kick; PP = Power Punch

Yokozuna



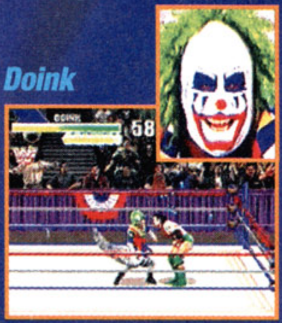
Tap →, →, P, P, PP, PP, PK, PK, PK, PK, K, K, K, P, PP, PP, PP.

Bret Hart



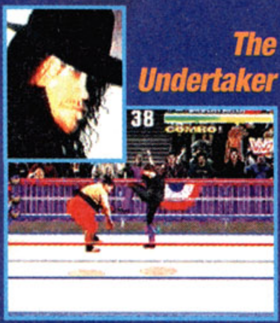
Tap →, →, PK, PK, PK, PP, PP, PP, P, P, P, PK, PK, PK, K, K, P, P, PP.

Doink



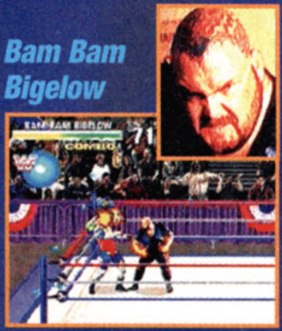
Tap →, →, PP, PP, PK, PK, PK, PK, K, K, P, P, P, P, PP, PP, PK, PK.

The Undertaker



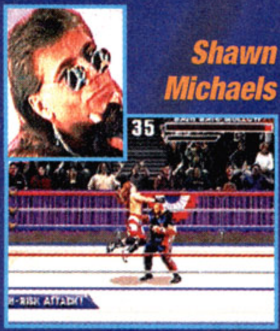
Tap →, →, PK, PK, PK, K, K, K, P, P, P, PP, PP, PP, PK, PK, PK, K, K.

Bam Bam Bigelow



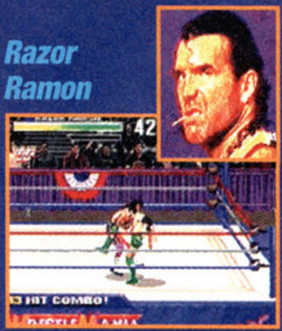
Tap →, →, PP, PP, P, P, P, K, K, K, PK, PK, PK, K, K, PP, PP, PK, PP, PP, PP, PP.

Shawn Michaels



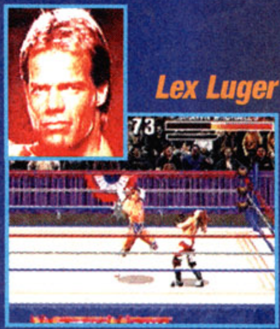
Tap →, →, K, K, PK, PK, PK, PP, PP, PP, P, P, P.

Razor Ramon

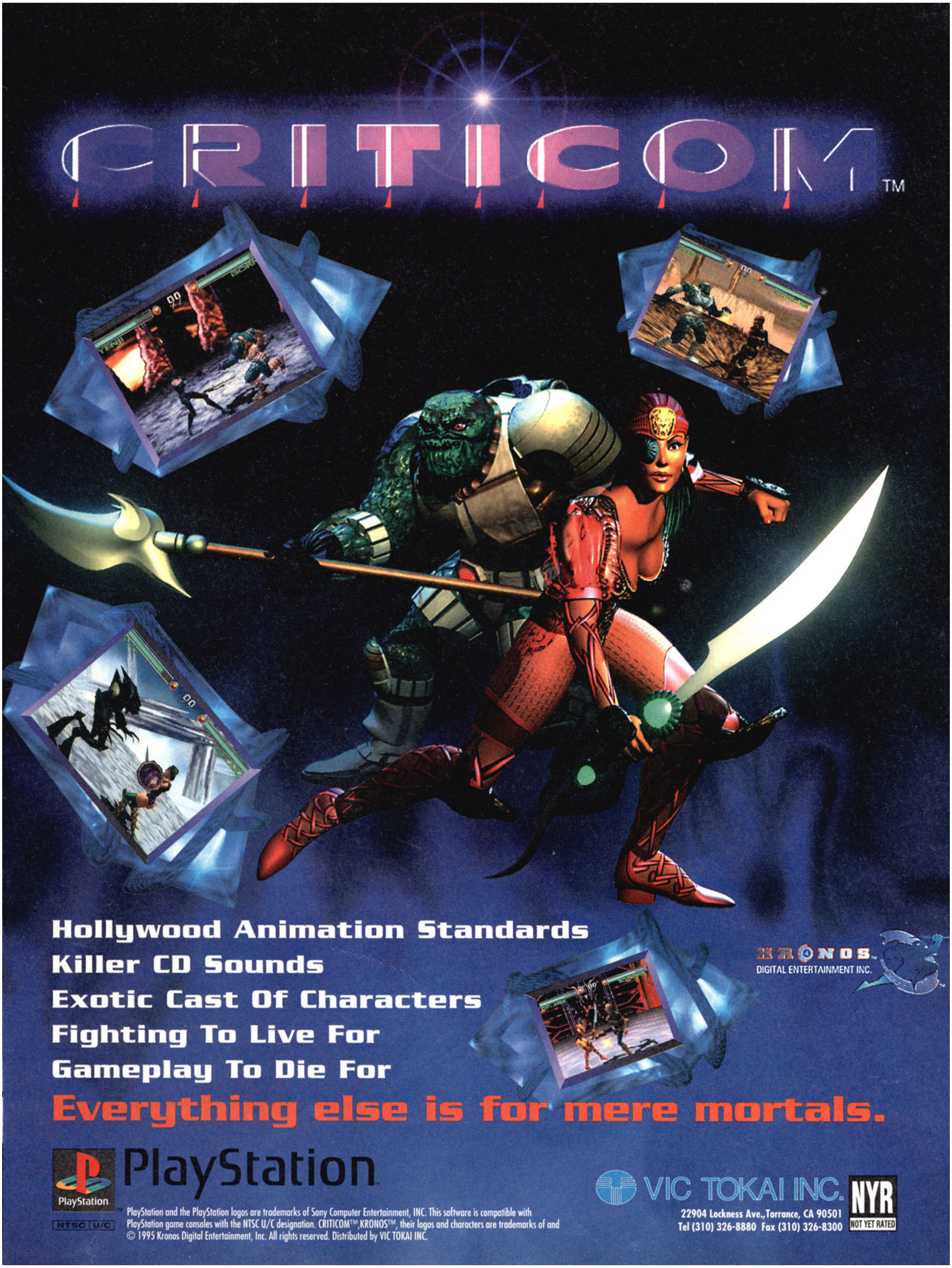


Tap →, →, PP, PP, PP, P, P, P, PP, PP, PP, PK, PK, PK, K, K, K, PP.

Lex Luger



Tap →, →, PK, PK, PK, K, K, K, P, P, P, P, PP, PP, PP, PK, PK.



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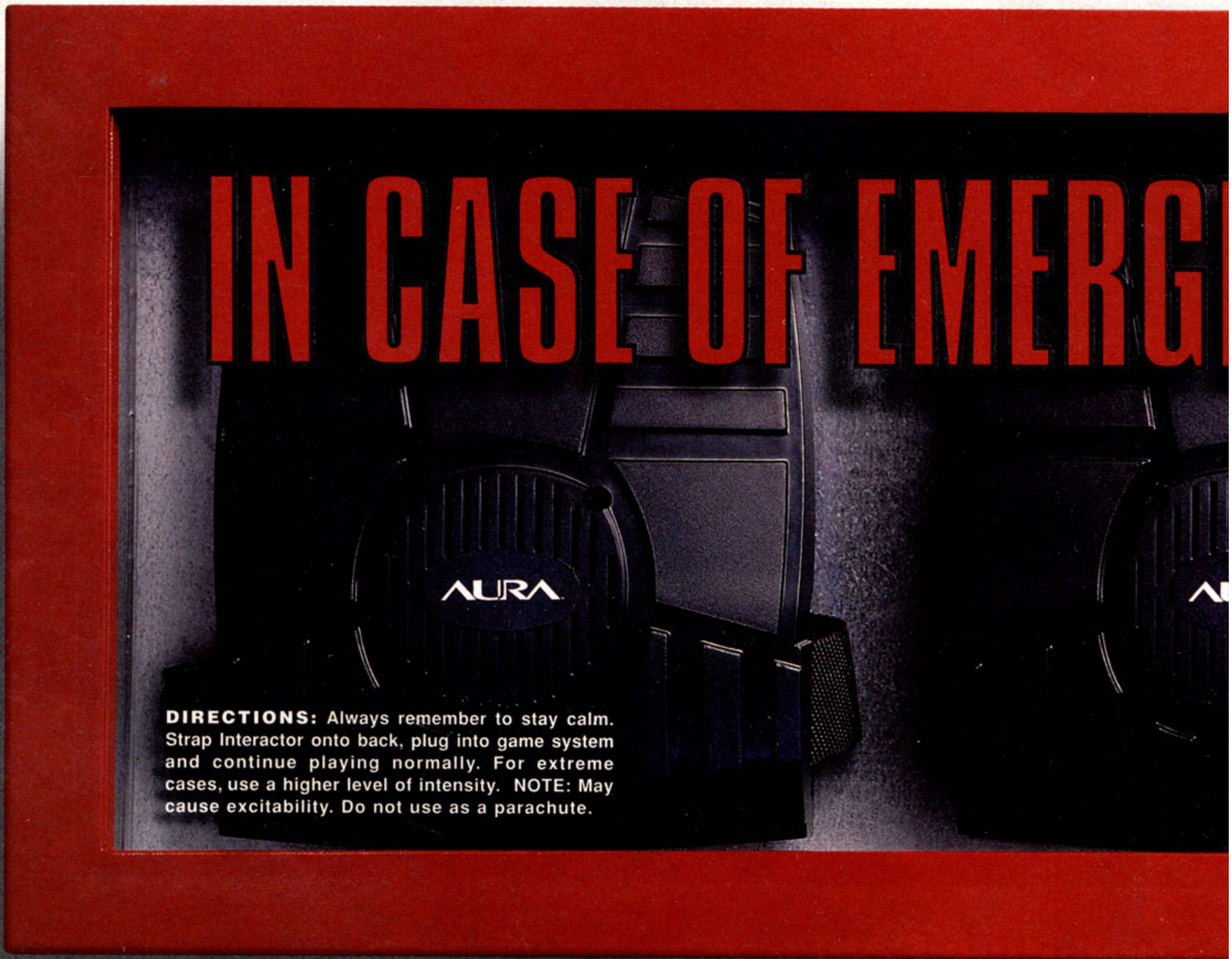

IN CASE OF EMERG

DIRECTIONS: Always remember to stay calm. Strap Interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. NOTE: May cause excitability. Do not use as a parachute.

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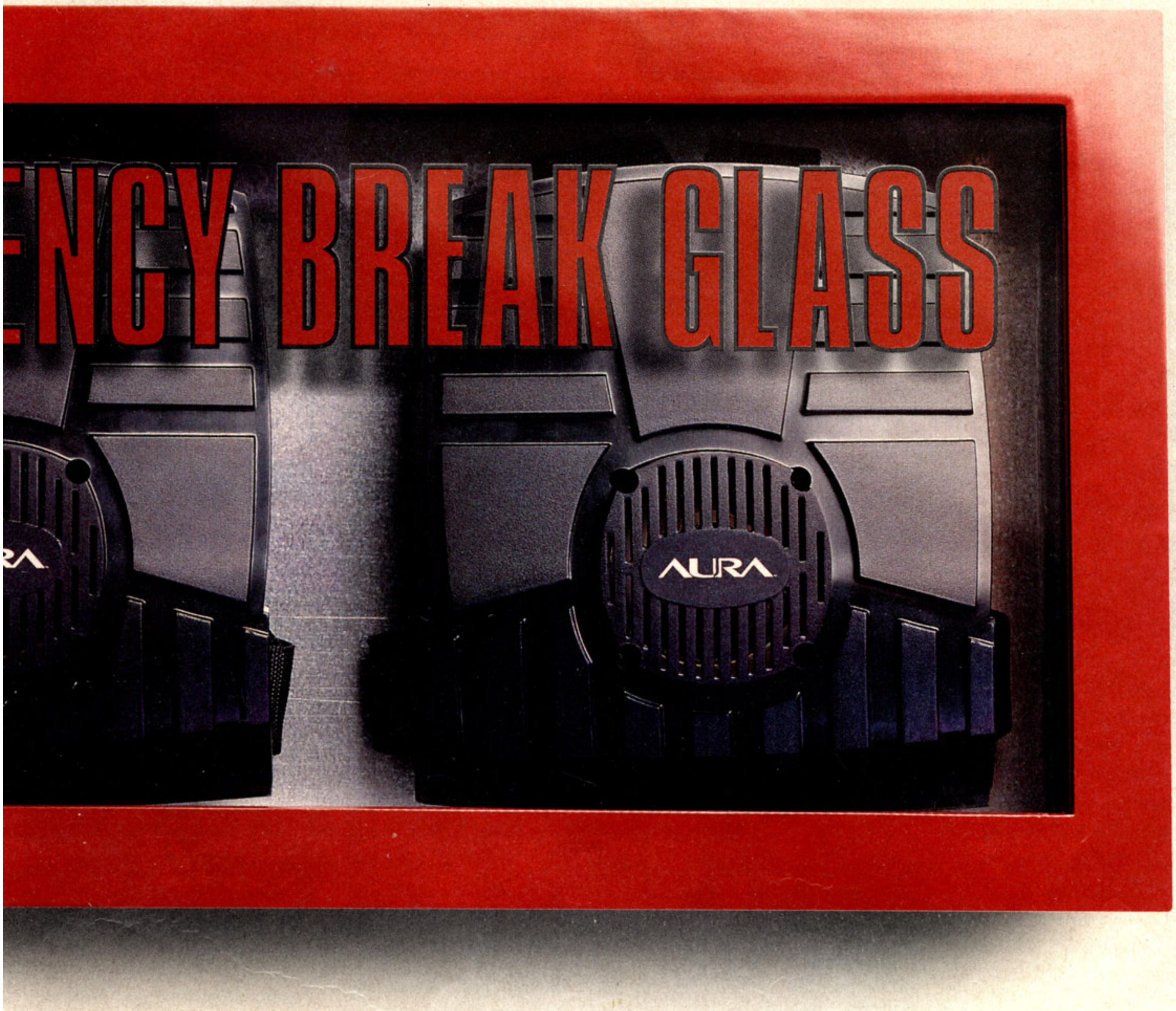
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The way it lets you feel all the action, the Interactor might just save you from a life of video game boredom.

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INTERACTOR™

PlayStation

AGILE WARRIOR F111X

By Air Hendrix

Agile Warrior: F111X deftly snags a top position on the PlayStation charts with strong graphics, riveting action, and engaging missions. This aircraft shooter won't lure flight-sim junkies, but its frantic blasting will glue arcade shooters to the control pad.

Ace Combat

Agile's ten tough missions send you around the world to quash political crises like Burmese drug lords and terrorist SCUD installations in Libya. You preserve the peace with real-life hardware like Sidewinders, Maverick missiles, and napalm. In an awesome touch, you can switch to the Maverick's perspective and steer it into the target.

Agile takes a simple approach to flying by preventing ground collisions, restricting your altitude and flight path, and replenishing your stores via power-ups. Although less realistic, this style of gameplay lets you and your adrenaline concentrate on the fun, glossing over the stress of flying in favor of intense combat.

Despite the sometimes-slow onscreen movement, you'll need to concentrate hard. The missions generally pit you against overwhelmingly superior forces, requiring you to swiftly penetrate the enemy's defenses, obliterate the target, then scramble out.

The button layout is perfectly manageable, but the plane's odd handling demands serious practice. Once you overcome that hurdle, you have a lean, mean destruction machine at your fingertips, though the throttle remains too twitchy for precise speed adjustments.

Other shortcomings? You can fly only one plane, and there's no two-player action, which mildly limits the fun. Gamers will gladly weave through Agile's rabid skirmishes on their own, though.

Kill Clean

Agile's missions open with nice full-motion-video briefings, then send you streaking through icy tundra and densely foliated jungles. You'll rocket by finely detailed buildings and enemy equipment, but the generic backgrounds lack detail, and the horizon occasionally scrolls up too slowly, which can be disorienting.

Decent guitar rock paces the combat, and the helpful mission control warns you of incoming bandits. The high-octane explosions and hilarious death screams keep the action both gripping and amusing.

Bag That Bogey

With better realism and plane selection, Air Combat may remain the first choice for flight-sim fans. All pilots, however, will relish kicking in Agile Warrior: F111X's afterburners to cut a path through this fun, frenzied action. G

PlayStation Game ProFile

Agile Warrior: F111X

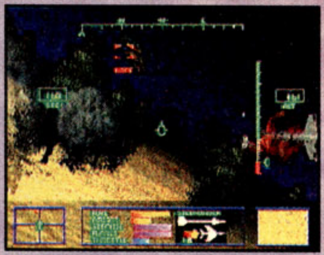
(By Virgin Interactive Entertainment)

TEEN T AGES 13+ **Warm up your Maverick missiles and tune your ears to that lock-on tone – Agile Warrior's a blast!**

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.5	ADV. Advanced

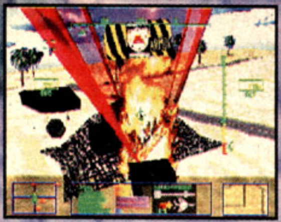
$64
CD
Available November
Aircraft shooter

1 player
10 missions
Multiple views
Save feature

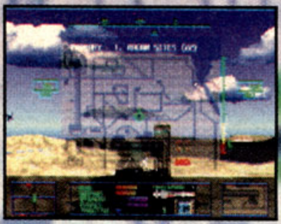


PROTIP: When outnumbered, crank up your afterburners and flee – you can return later when the pack has scattered.

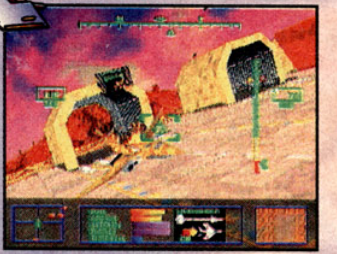
Stay Focused



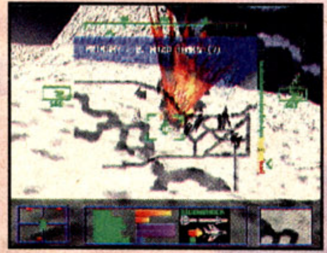
PROTIP: If you're playing to win, focus on collecting enough armor and fuel to stay alive…



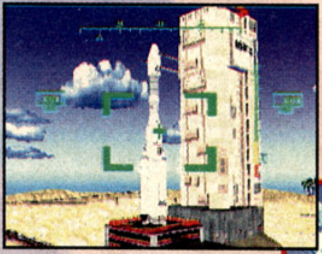
…and pick one set of objectives to pursue relentlessly.



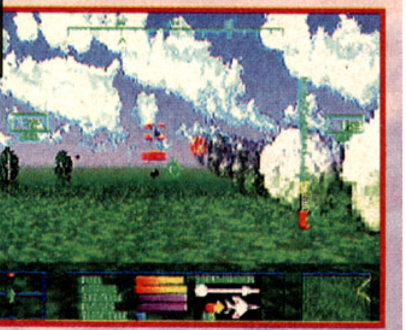
PROTIP: Take out planes and choppers on the runway – you'll have fewer to shoot later.



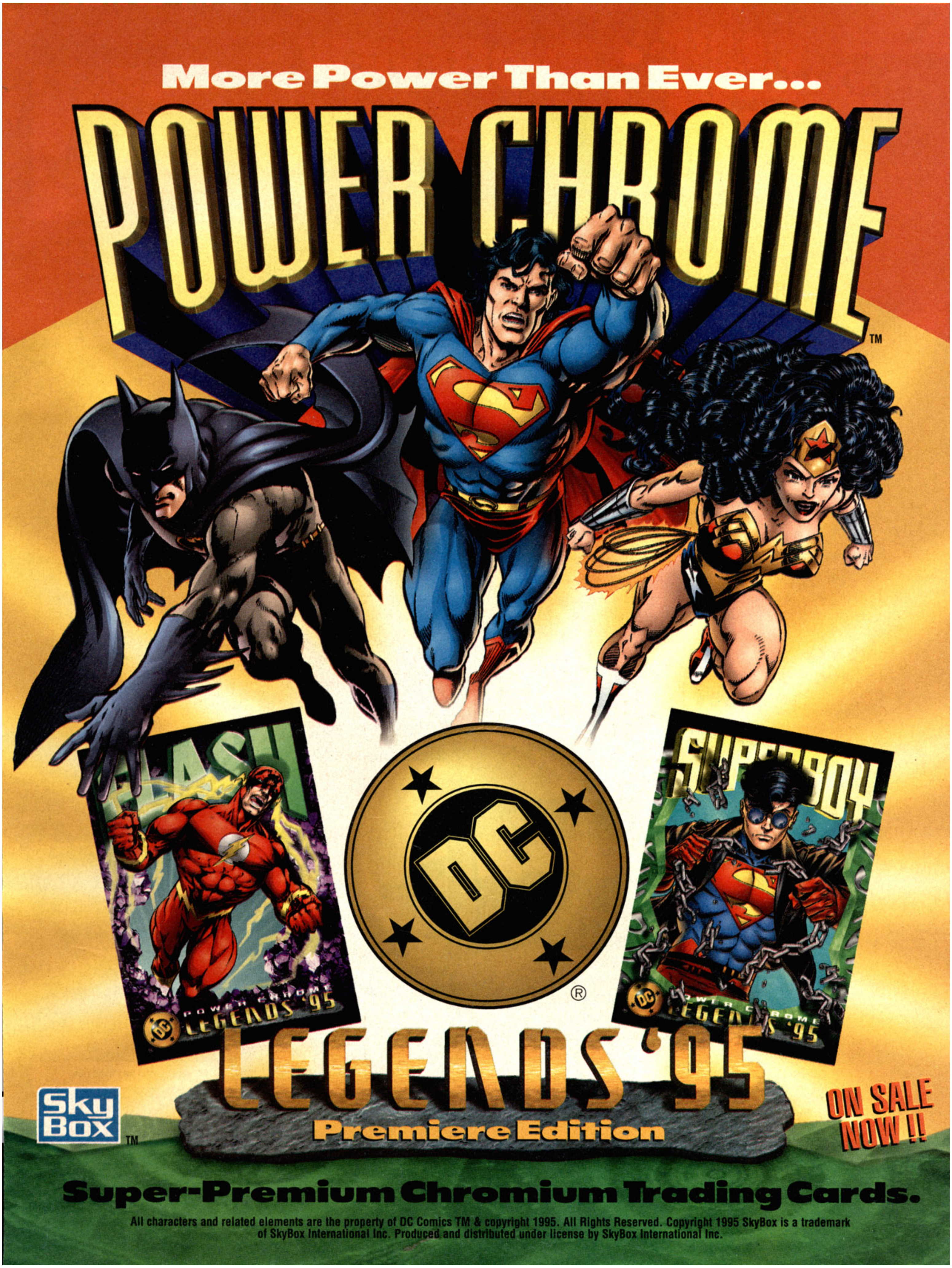
PROTIP: Learn to steer and fight with the map view up so that you don't lose track of your position.



PROTIP: Use the Maverick rockets to take out big targets, such as buildings. Switch to the missile's point of view and steer it to the target.



PROTIP: In slow moments, keep the Sidewinders selected so that you get a lock-on tone as soon as possible.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ProReview

PlayStation

By Air Hendrix

AIR COMBAT

Air Combat's generic graphics and initially tame missions won't earn top-gun honors for the PlayStation's first aircraft shooter. The later stages, however, reel you in with intense, strategic action.

Rookie Flight

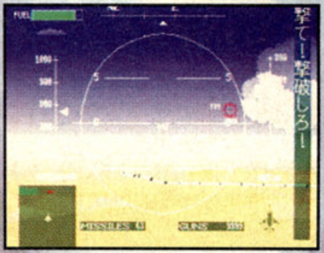
Air Combat offers two flight paths: As a mercenary flying for cash, one player sets out on missions to obliterate targets like oil refineries and factories. Two players, on the other hand, duke it out in decent split-screen dogfights.

The generous selection of planes includes the F-16, F-117 stealth bomber, and A-10. All 16, however, are sparsely equipped with only missiles, bullets, and radar – standards like bombs and countermeasures were left on the runway.

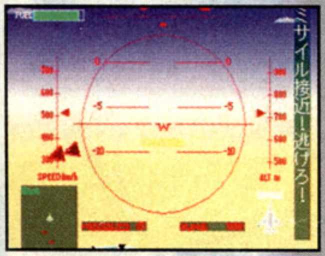
Engaging Combat

This simplicity continues in the first few missions, which involve ho-hum air-to-air objectives that are spelled out on the maps. The pace picks up as the later missions demand a strategic, careful approach to daunting air and ground forces, as well as a probing eye for exploring uncharted territory to locate targets. The responsive controls won't fulfill flight-sim fanatics, but they work fine for the arcade-style action.

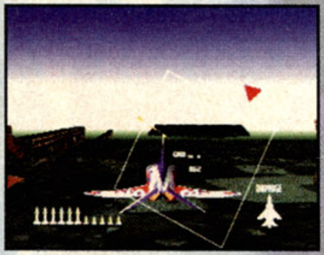
The bland graphics don't pull their weight. Despite some decent cityscapes, the plain backgrounds and explosions lack the usual PlayStation detail and polish. The sound effects compensate with realistic engine noises and lock-on tones.



PROTIP: When you get a lock on a distant target, fire two or three missiles to increase your chances of connecting.



PROTIP: Spin and climb to evade incoming missiles.



PROTIP: When tracking ground targets, keep an eye out for tracers from ground-based anti-aircraft defenses.

Despite Air Combat's substantial flaws, patient arcade-shooter fans will gradually get caught up in the gripping gameplay. This disc's worth an exploratory test flight.

Air Combat by Namco

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	3.5	ADJ. Adjustable

$49.95
CD
Available now
Aircraft shooter
2 players

Multiple views
Multiscrolling
Save feature
ESRB rating: Kids to Adults

By Air Hendrix

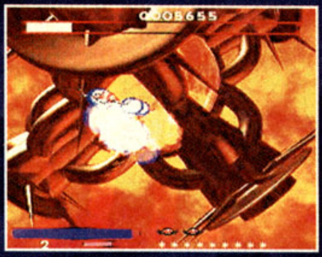
NOVASTORM

Novastorm will make you wish its creators paid as much attention to the lackluster gameplay as they did to the dazzling graphics. Despite the eye-catching fireworks, this game plays like a stale B-grade shooter.

Weak Storm

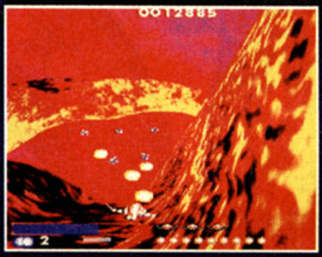
Intelligent computers are trying to exterminate their creators, and you and your trusty spacefighter must quell the rebellion. You carve a path through the mechanical throngs with a laser and smart bomb. Naturally, oodles of power-ups hook you up with more firepower than God.

A slick full-motion-video intro launches this graphical extravaganza, and the gorgeous rendered scenery keeps up the pace. You careen over lava fields and weave through asteroid belts, wasting hordes of robotic nasties before you face imposing bosses. In the sound department, toe-tappin' techno and jarring explosions ably accompany the action.

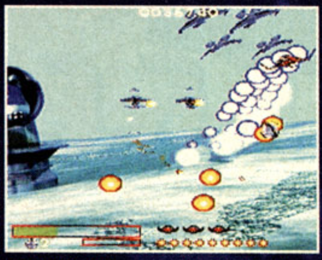


PROTIP: Fiery orange areas indicate the weak spots of many bosses. Gun for these areas as soon as they appear.

But the confusing perspective and no-brainer gameplay mar the fun. You'll continually lose track of your tiny ship behind your monumental outpouring of firepower, making precise shooting and steering impossible. And the fast pace and tough challenge can't compensate for the absence of strategy or the repetitious gameplay. The tight controls don't interfere, though.



PROTIP: On some levels, you must avoid background obstacles like these bridges that stretch across your path.



PROTIP: When you're loaded with power-ups, sweep in a circular pattern to instantly obliterate almost everything.

Nova Drizzle

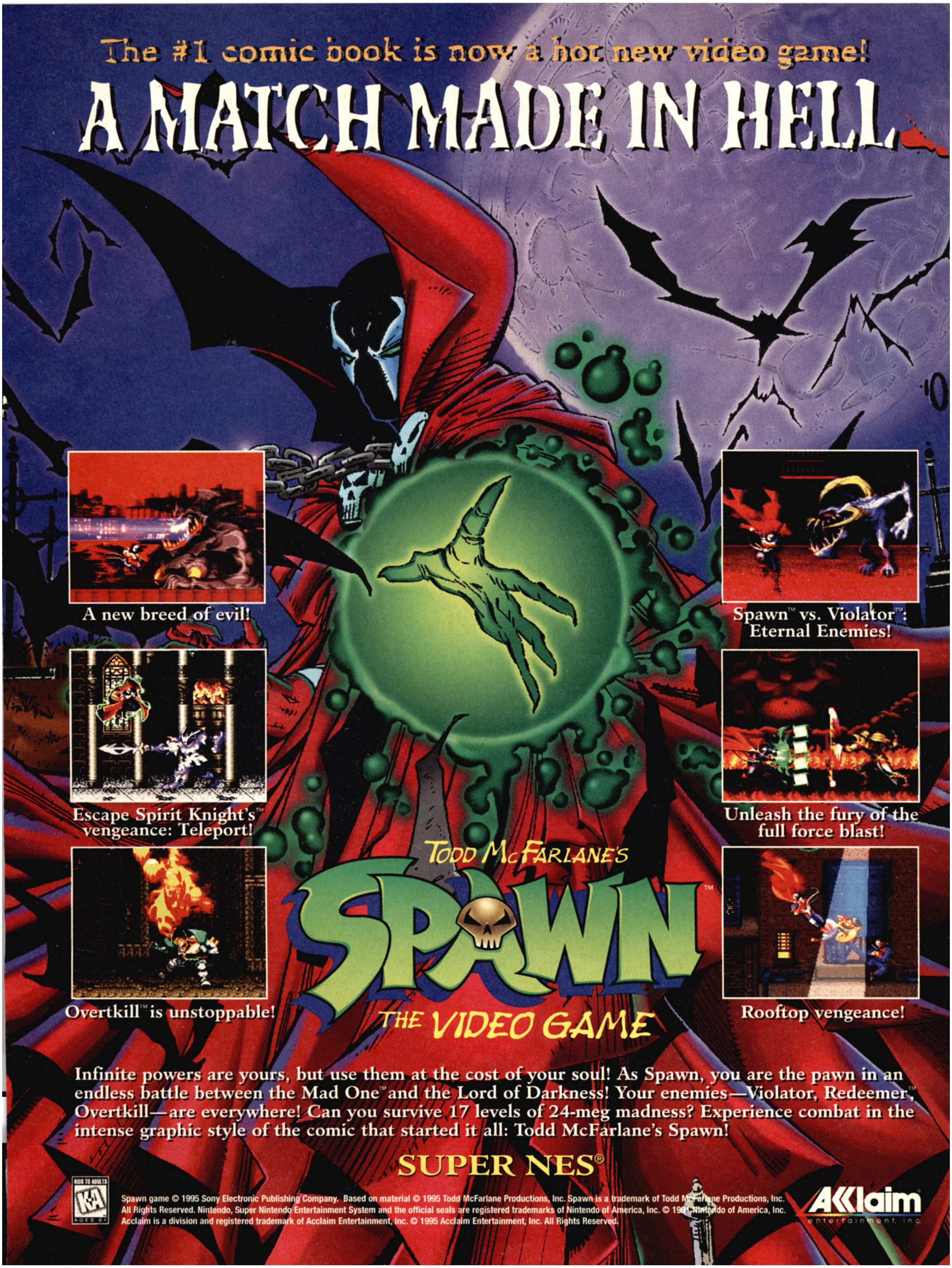
This game will hold your attention only until you tire of the scenery. Stick with the solid 16-bit shooters until a worthy game graces the next-generation platforms.

Novastorm by Psygnosis

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	2.5	ADJ. Adjustable

$59
2 CDs
Available now
Shooter
1 player

15 levels
Behind-the-ship view
Multiscrolling
ESRB rating: Kids to Adults


The #1 comic book is now a hot new video game!
A MATCH MADE IN HELL
Todd McFarlane's
SPAWN™
THE VIDEO GAME
KIDS TO ADULTS
K-A
AGES 6+
Acclaim
entertainment, inc.

A new breed of evil!

Spawn™ vs. Violator™: Eternal Enemies!

Escape Spirit Knight's™ vengeance: Teleport!

Unleash the fury of the full force blast!

Overtkill™ is unstoppable!

Rooftop vengeance!

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One™ and the Lord of Darkness! Your enemies—Violator, Redeemer™, Overtkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!

SUPER NES®

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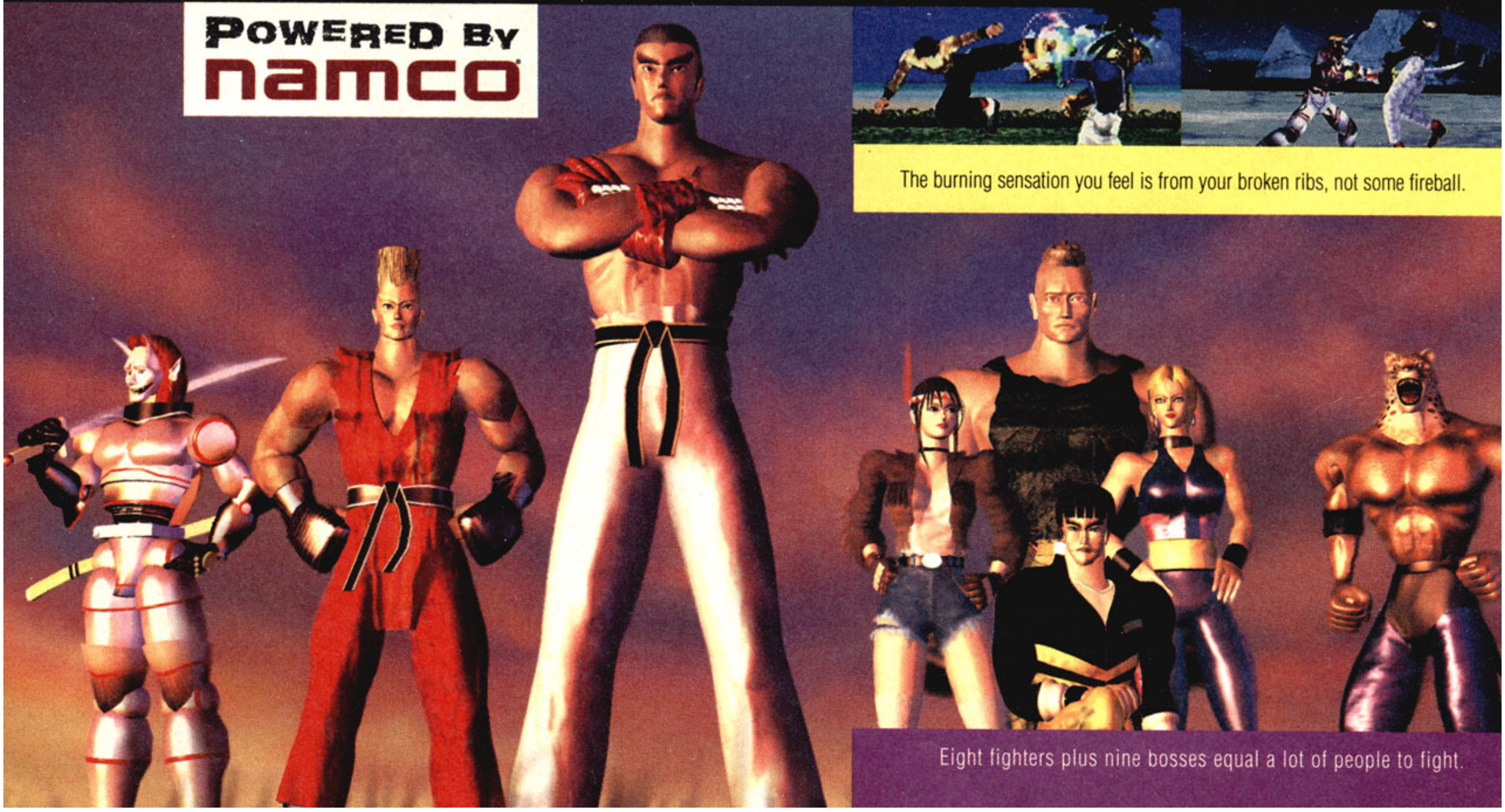
SAVE HUNDREDS OF DOLL



The burning sensation you feel is from your broken ribs, not some fireball.

Eight fighters plus nine bosses equal a lot of people to fight.

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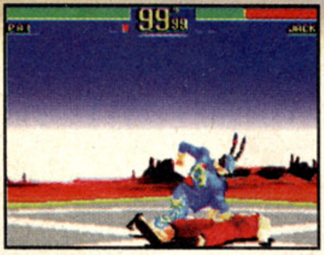
Virtua Fighter Remix

By Scary Larry

Those polygon pugilists look better than ever. Although Virtua Fighter Remix delivers very few gameplay additions (or subtractions), this is the best home version of Virtua fighting to date.

Cherry Pai

VF Remix has no new characters, no new backgrounds, and no new moves. So what's the big deal? It looks stellar!

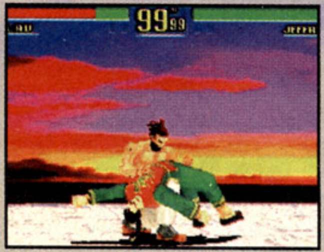


PROTIP: Pai has good defensive moves. Tap Away and Punch whenever an opponent comes at you with a kick or punch. Follow by tapping Down-Toward and Punch for a ground hit.

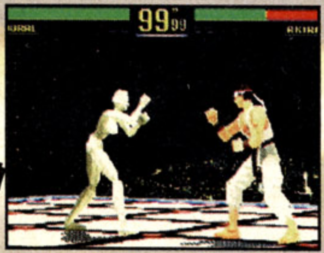
VF Remix has more texture-mapping, smoother animation, and much better backgrounds than the original.

You still play as one of eight fighters vying for the championship title. Each character's reason for participating is as distinct as their martial arts style. The contenders range from Pai Chan, a martial arts movie star with a sexy smile and a lethal throw, to Jeffry McWild, a Rastafarian fisherman whose Greek wrestling style pounds most opponents into the dust.

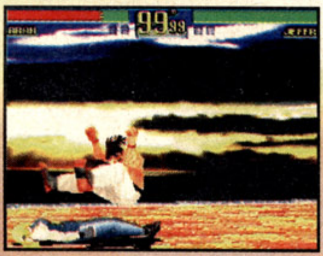
Fights are your standard two-out-of-three-fall bouts with the added danger of a confined ring. Step out of the ring, and you lose the match. Each fighter has more than 50 moves, including killer throws, fake outs, and even



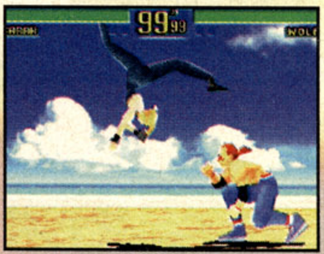
PROTIP: Throws from behind are lethal. Jeffry's Backbreaker destroys almost three-quarters of your opponent's life bar.



PROTIP: Want to play as Dural? At the title screen, tap Down, Up, Toward, then simultaneously tap Away and Button A.



PROTIP: Jeffry's devastating pounce adds insult to injury when his opponent is down: Just flick Down and Punch.



PROTIP: Sarah, Pai, Lau, and Kage have a killer Back Flip (tap Up-Away and Kick) that knocks down low defending opponents.

Saturn Game ProFile

Virtua Fighter Remix

(By Sega)

Virtua Fighter fans now have an improved version to play on the Saturn. After playing VF Remix, you can only hope that VF 2 will look this great!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.0	ADJ. Adjustable

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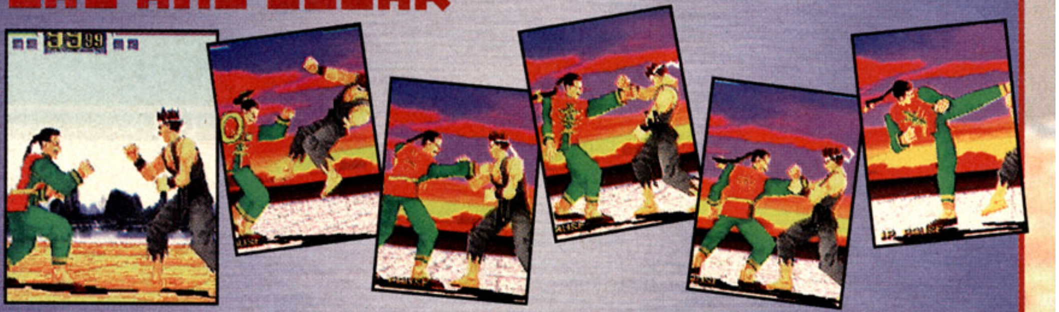
CD
Available now
Fighting

2 players
Side view
Multiscrolling

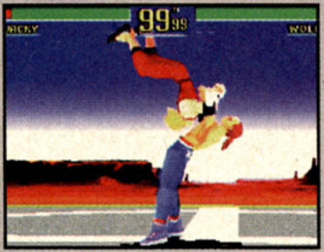
LAU AND CLEAR



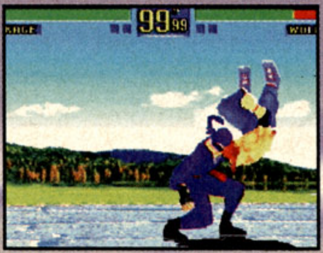
Lau wields a devastating multihit combo. Start with an uppercut (tap Down, Toward, Punch). Quickly follow with a punch-punch-punch-kick combo.

rudimentary combos.

The only drawback to the remixed Virtua Fighter is the sprite displacement that occurs when you pounce on downed opponents. This weird feature makes an opponent's sprite squirt out from under you – sometimes as far as halfway across the ring. It also leads to a lot of cheap wins.



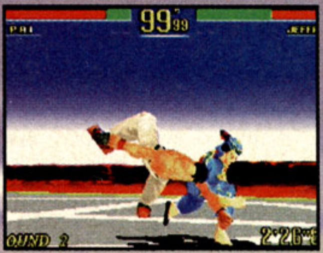
PROTIP: Wolf can attack crouching opponents. When a crouching opponent is within throwing distance, hit Down-Away, then A, B, and C simultaneously.



PROTIP: Kage can toss an opponent up. Press all three buttons when he's within throwing distance of the enemy.

Play It Lau

The graphics are as clean and clear as they are in Virtua Fighter 2 in the arcade. New developments in polygon rendering, along with the Saturn's superfast processing speed, combine for a smoother, less boxy, and much more realistic look for all the fighters. Even the backgrounds look sharper.



PROTIP: Another tricky Pai move: Tap Toward, Toward, Button A, and Button B.

The soundtrack bristles with technorock energy without ever becoming intrusive. All the voices are intact, so expect some loud Japanese expressions to boost your sonic enjoyment.

The control is about the same as before. Most moves are simple button presses; all use only a Defend, Punch, and Kick button. With a complete move list, this game is tons of fun.

It's in the Remix

Virtua Fighter Remix is a 100 percent improvement over the original Virtua Fighter. Fighting fans will want VF Remix, not the pack-in, as their polygon power-puncher of choice. When Virtua Fighter 2 hits the Saturn this holiday season, we'll see how much more Sega's next-generation system is capable of, but it'll be hard to top VF Remix. G

GAMEPRO EDITORS FOR A DAY

By King Kane

Virtua Fighter is back with a vengeance, and for the money, it's better than any other fighter on the Saturn right now.

VF = Virtua Fantastic

Although it's still basically Virtua Fighter, VF Remix has some major improvements, especially in the graphics department. The visuals are amazing, with richer, more improved polygons and generally much clearer graphics.

The sound has also been enhanced. There seem to be more sound effects, and they're much clearer.

As for controls, the limited three-button setup pays off. With little complicated button flicking, the game is easy to pick up and play.

Polygon Persistence

Even if you're not a huge Virtua Fighter fan, check out the improvements in Virtua Fighter Remix. Sure, the game is less polished than Tekken, but VF Remix more than holds its own with the better fighting games out there. G

VF Remix gets "The Treatment" from GamePro's Scary Larry and Blockbuster World Video Game champs King Kane (left) and Tricky Ricky (right).

Saturn Game ProFile

Virtua Fighter Remix

(By Sega)

KIDS TO ADULTS

Virtua Fighter Remix represents a big improvement over the original, especially in the area of graphics. The gameplay may be old news, but hey, that's not a bad thing when the fighting is this good.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.0	4.0	4.5	Adjustable

By Tricky Ricky

With all the talk about next-generation systems, a lot of gamers want companies to shut up or put up. Virtua Fighter Remix puts up.

Next-Gen Knockout

The minute you start up this disc, you know you've made the jump from 16-bit to 32-bit gaming. More colors and shading, as well as better effects like the wild camera angles, all make you keenly aware that you aren't playing a cart.

The visuals are a vast improvement over the original with lots of good-looking close-ups and sharp, distinct, well-textured graphics.

The music doesn't fare so well. You'd better adore technopop because the soundtrack blares it at every opportunity.

After busting your thumbs on a really complicated fighter like Killer Instinct, the three-button controls of VF Remix are a blessing. The simple yet effective controls definitely make the game more enjoyable.

Same Old, Same Old

Although the visuals will wow Virtua Fighter vets, they lose some impact after a few games. Even with the huge graphical leap, Virtua Fighter Remix is basically the same old fighting game – and it's getting a little stale. VF Remix is definitely a fighting fan's game, but it's not enough to convert other gamers to the Saturn. G

Saturn Game ProFile

Virtua Fighter Remix

(By Sega)

KIDS TO ADULTS

Graphically, Virtua Fighter Remix for Saturn beats the original Virtua Fighter in the arcade, on the Saturn, and on the 32X. But in the gameplay arena, it just follows the tired fighting formula.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	4.5	4.0	Adjustable

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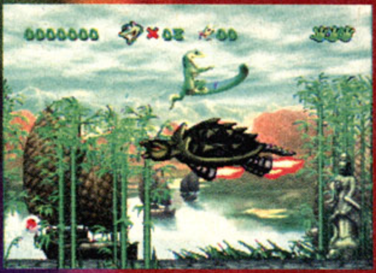
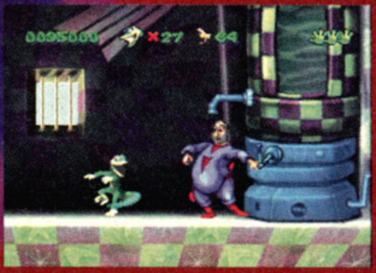
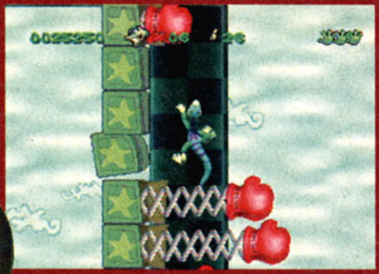


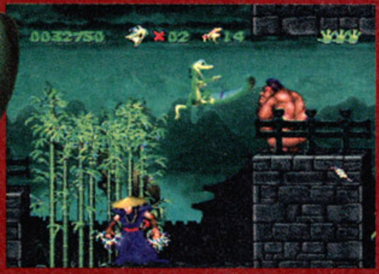
Do not adjust your horizontal hold. 450 frames of GEX animation, CD-quality sound and hand-rendered backgrounds.



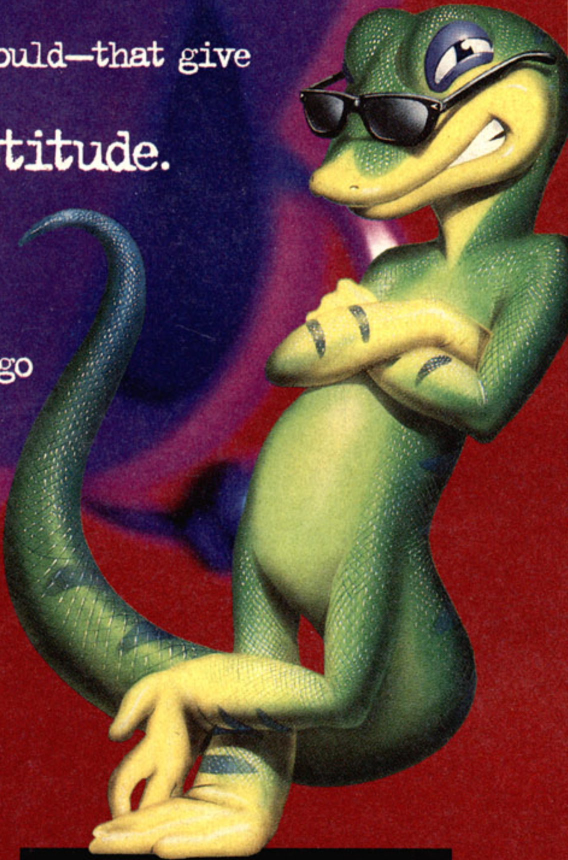
Advance thru different worlds like Indiana Jonesville and Frank N. Steintown. (Legal weasels require we be vague.)



Try jumping, tail-whipping & face-sticking to discover secret levels/bonus stages that only Irv in Engineering knows about.



Electronic Gaming Monthly "Editors' Choice Gold Award"
Diehard Gamefan "Character of the Year"



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RAYMAN

By Scary Larry

Rayman may look like a game for kids, but it isn't. The challenging episodes and fantasy graphics will inspire you to play on even after your thumbs beg you to stop.

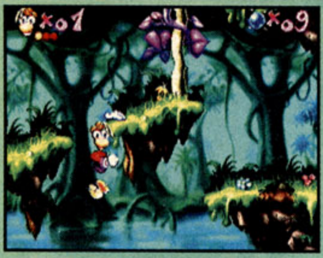
A Ray of Hope

A cross between Bug! and Astal, Rayman is another side-scrolling hop-n-bopper for the Saturn. Of the three, Rayman rules in the areas of fun, graphics, and playability.

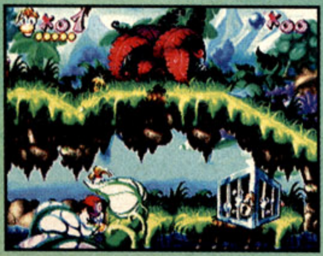
Although the story line is forgettable (it has to do with something called the Protoon), the gameplay and graphics are not. You travel through six colorful worlds, ranging from swampy, bug-infested forests to surreal cloud cities with musical instrument motifs.

Despite his kiddie looks, Rayman is no wimp. You start out with nothing but the shirt on Rayman's back. His other abilities, like hanging from ledges, punching, and swinging from objects, must be earned throughout the levels.

The cartoony characters will fool novices. Although they look innocent, they pack a wallop (knocking them off ledges is very tricky) that will soon frustrate the uninitiated platform gamer.



PROTIP: Once you acquire a new power, go into a previously explored level and try to use the power to reach previously inaccessible areas.

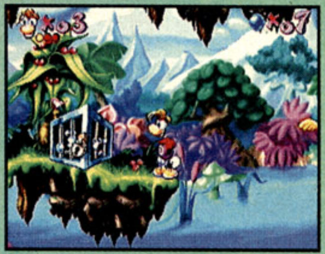


PROTIP: Always ride fallen plums until they stop, whether or not you see a safe ledge. Imprisoned Electoons may be waiting for you.

Go Ray-ders

The graphics are this year's must-see. Are they too bright and cheerful for gaming vets? Maybe. But you'll forget to be jaded after playing through the lushly illustrated backgrounds and awe-inspiring stages. Special screen effects were even added between rounds to enhance the game's graphical appeal.

The music and sound effects are just as superb. Yeah, in a few instances the score is a little too cute, but the game also features great thematic scene music and eerie sound effects, especially in the swampy areas. Unlike the heroes of Gex and Bug!, the title character opts not to annoy you with endless voice-overs.



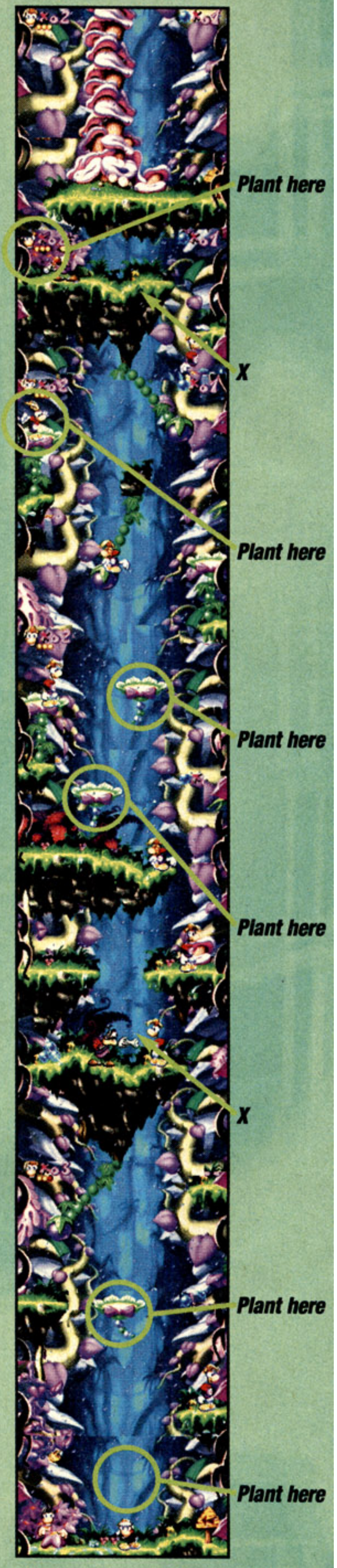
PROTIP: Some trapped Electoons appear only after you perform a task or jump over a certain spot.

Controlling the game like a pro requires practice. You must time each jump carefully, and taking down your enemies is not a given. But with 15 minutes of practice, you'll be set for action.

Ray Guns

Rayman is just what gamers are looking for on the Saturn. Although it's a basic hop-n-bop at heart, it still holds enough visual power to dazzle you until something better comes along. **G**

Wading Through Anguish Lagoon



When you reach the two Protoon guards (X), hang from the ledge, wait until they draw their guns, then punch them.

Saturn Game ProFile

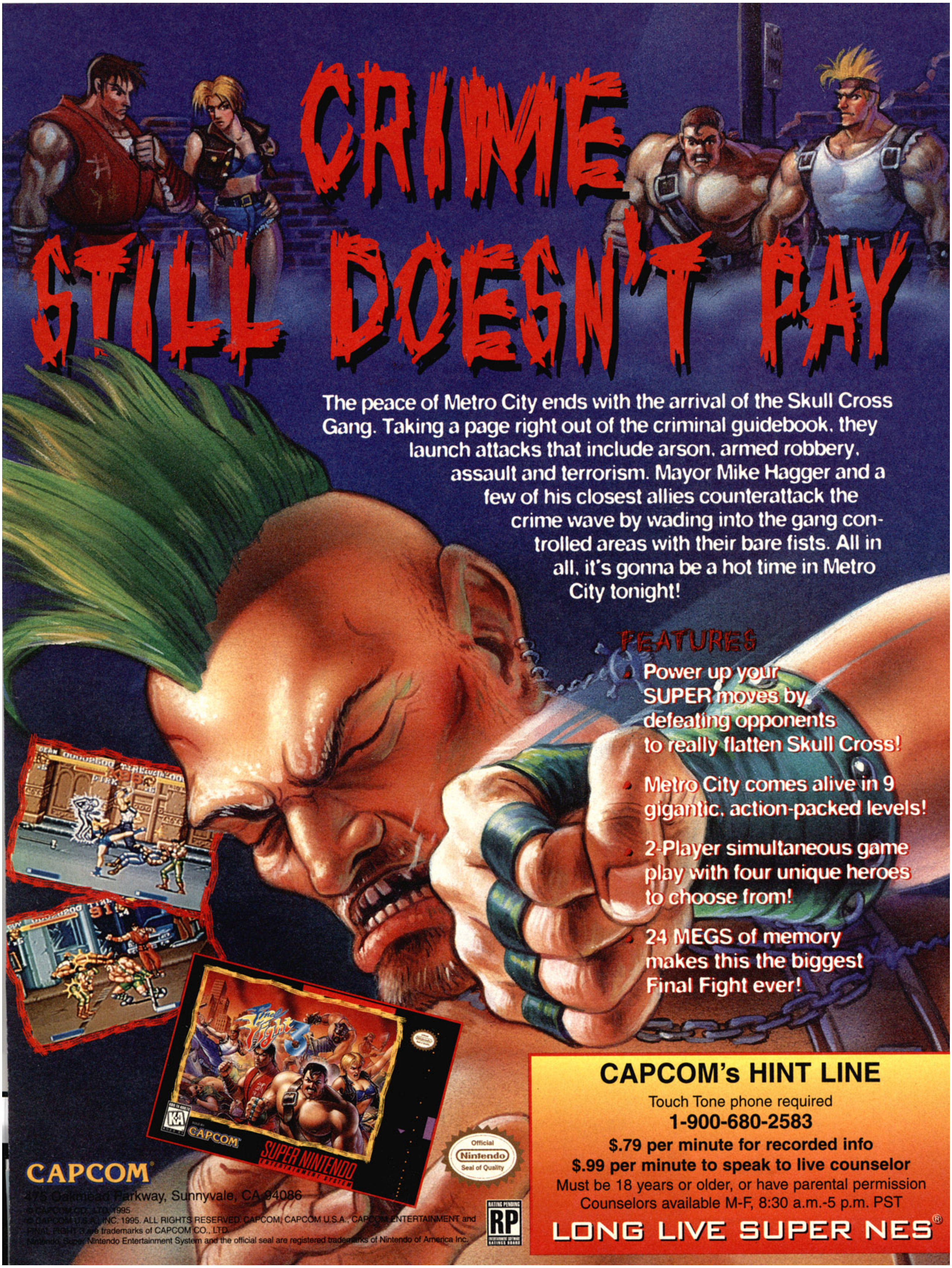
Rayman

(By Ubi Soft)

Kiddie looks aside, this fun-packed cartoonfest serves up hot platform action for all ages.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.0	ADJ. Adjustable

Price not available	1 player
CD	Side view
Available now	Multiscrolling
Action/adventure	Battery save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DARK LEGEND

By Tommy Glide

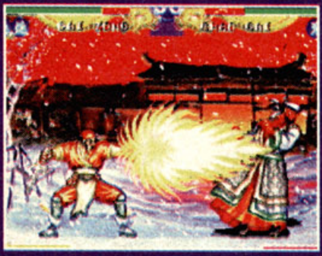
Nothing new here: average 2D graphics and adequate fighting earmark Data East's coin-op conversion of Dark Legend. Dark Legend combines the six-button action of Street Fighter with the weapons and Japanese flavor of Samurai Shodown. As one of 11 fighters, you battle your way through the ranks to the boss, Chao Gai, who's playable in Vs. mode.

The characters come to battle armed (after 15 seconds of loading, that is). Your adversaries can't disarm you. You can, however, disarm yourself by draining your weapon gauge with excessive blocking.

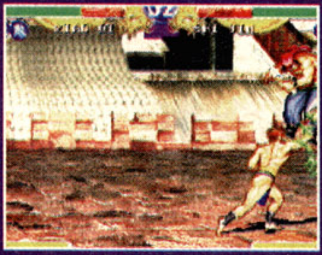
Kung-Fu U

Graphically, the game delivers the same smooth scaling as the coin-op Samurai Shodown. But the hand-drawn characters lack charisma; they also fail to bleed or die dramatically. The backgrounds feature respectable detail but not the animation that gamers have come to expect.

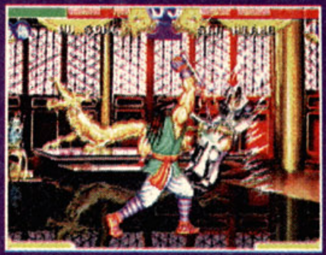
The sound comes on strong. The characters retain crisp voices, the fighting effects are admirable, and the score builds arcade-quality intensity.



PROTIP: When fighting as Dai Zong, motion Away, Down-Away, Down, Down-Toward, Toward, and tap Button Z to unleash a powerful burst of flame.



PROTIP: As Xiao Qi, corner your opponent and juggle them by alternating a strong punch followed by a well-timed squatting strong punch.



PROTIP: When fighting as Wu Song, motion Toward, Down, Down-Toward, and tap Button Z to launch your opponent with a special uppercut. As they come down, slam them again with a squatting medium punch.

Controlwise, these brawlers move fluidly with familiar special-move patterns. Combos, juggles, dizzies, and air throws are all present and easy to pick up.

Dark Future

With more titles like MK II, MK 3, and Darkstalkers on the way, gamers should think twice before spending 60 beans on Dark Legend. But if you're dying for a new fight now, consider this entertaining, if unoriginal, brawl. G

Dark Legend by Data East

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	3.5	3.5	Adjustable

$59.95
CD
Available now
Fighting
2 players

Side view
Multiscrolling
Unlimited continues
ESRB rating: Teen

MINNESOTA FATS Pool Legend

By Captain Squideo

You don't buy an Indy car to drive around the block. Nor should you buy a Saturn just to shoot some mediocre pool. Sorry, hustlers, but Minnesota Fats misses the pocket by a mile.

The Skinny on Fats

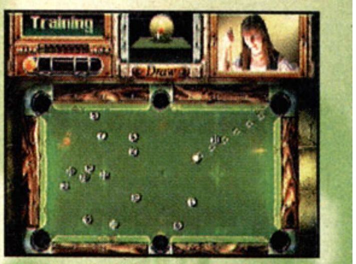
Minnesota Fats is basically the old Sega CD game Side Pocket revamped with sharper graphics and full-motion video. You choose from eight pool games, including Eight Ball, Billiards, Cut Throat, and Rotation.

Play solo, challenge a pal, or work through Story mode to a duel with the fat man himself. If showboating is more your style, hone your fancy shots in Trick Games mode.

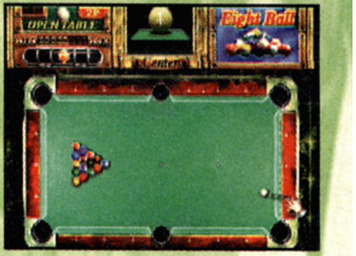
Unfortunately, abundant options don't make a great game. Minnesota Fats is a slow, plodding CD with clumsy controls. It's hard to line up the cue accurately, and shots you could easily make on a real table just don't drop here.

Lookin' Fat

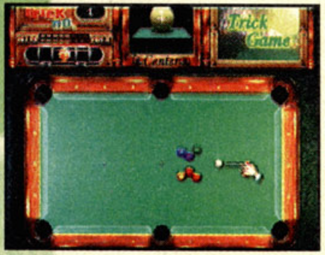
The graphics are utterly unworthy of the Saturn. The full-motion video prefacing the game shows the master at work, but once the gameplay begins, you're stuck with a single overhead view of a table. No close-ups, no ball cam, no switchable viewpoints – just small balls on green felt.



PROTIP: Plan a few shots ahead; use English to position your cue ball for subsequent shots.



PROTIP: Study the shots of your computer opponents – note that few of them, for instance, line up their breaks dead center.



PROTIP: In Trick Shot No. 1, aim carefully down the middle to send each ball into its pocket.

The sounds aren't much better. You can select your tunes from a jukebox, but they all make you cringe. The satisfying ball clicks, booing crowds, and crisp voices are nice, but they don't add up to sonic excitement.

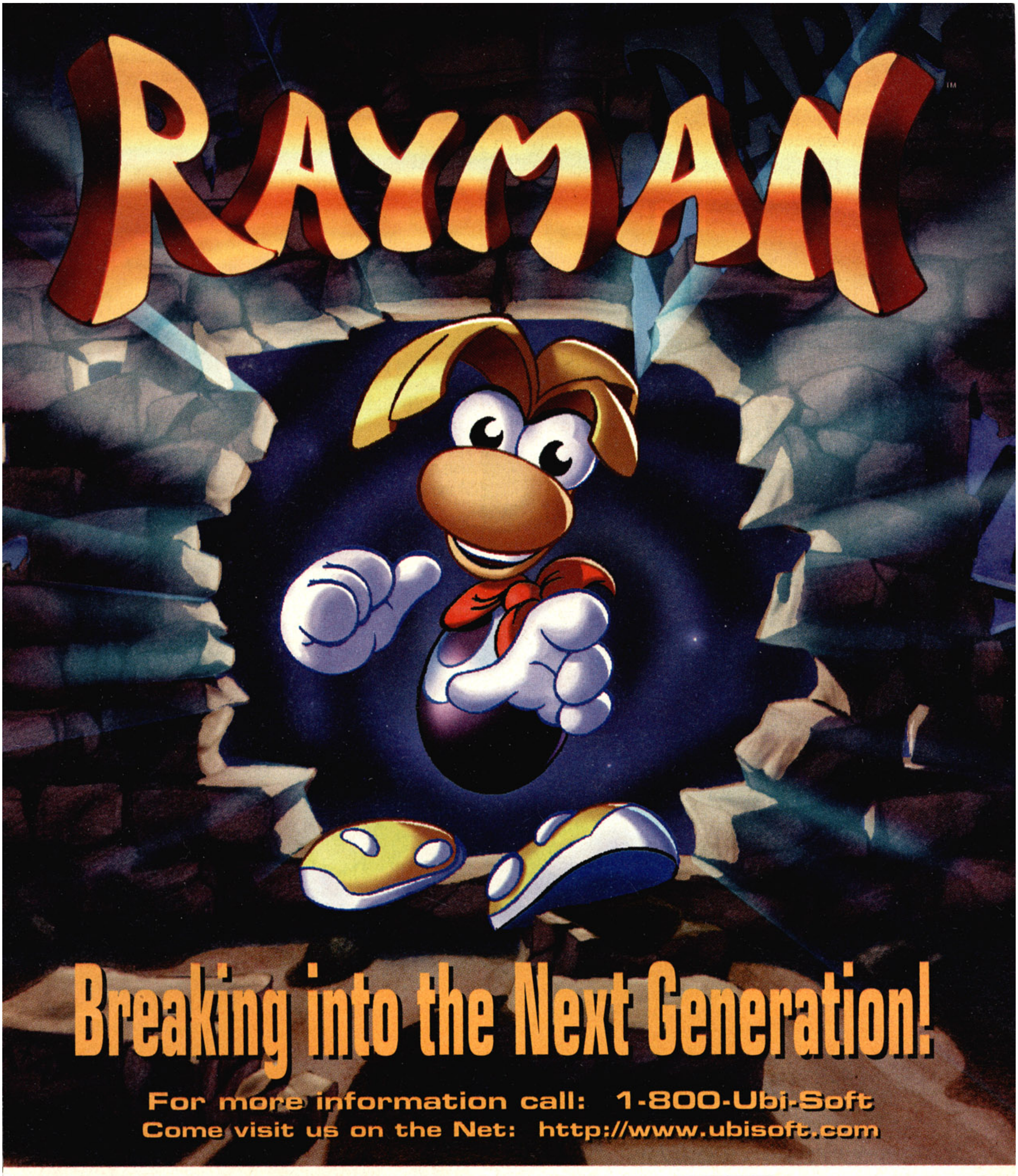
Hardcore pool sharks might enjoy seeing a living legend in action. But Minnesota Fats will leave other Saturn owners wondering what their new system is capable of. G

Minnesota Fats Pool Legend
By Data East

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.0	2.5	2.5	Adjustable

$59.95
CD
Available now
Pool
2 players

Overhead view
Save feature
ESRB rating: Kids to Adults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CD ROM

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Mansion of Hidden Souls

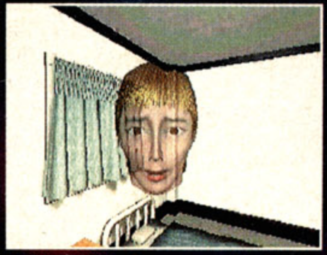
By Scary Larry

The haunted house is back, this time on the Saturn. Although the Sega CD version sported weaker graphics, that game was more fun than this pale imitator simply because it was new and scary.

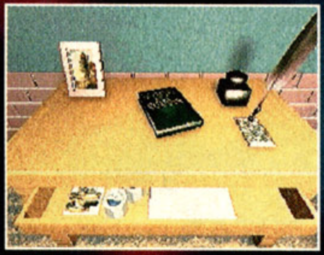
Soul Foo

The story isn't any deeper. You're still part of a butterfly-spirit conspiracy, still at the mercy of a specter who wants his soul back and has imprisoned other ghosts in butterfly form. What a villain...Your job is to untangle this metamorphic conspiracy.

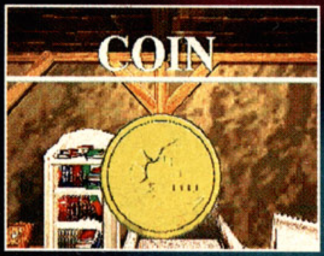
Like a poor man's 7th Guest, Mansion poses ghostly riddles, which you solve by finding objects and uncovering clues. Absent from this version is the tension of the first, owing in part to familiarity and in part to one extremely silly addition: The Saturn version throws in disembodied talking heads that will make you chuckle instead of cower.



PROTIP: Whatever you do (and regardless of what this head tells you), don't accuse Danny of being in your room, or it's game over.



PROTIP: Enter this room to find the gold coin in the drawer.



PROTIP: Give the gold coin to the shopkeeper.

The Mansion Family

The Saturn graphics aren't a vast improvement over the Sega CD's. The rendered heads are new, but the lips and the dialogue are out of synch, B-movie style. Otherwise, the visuals are grainy and jumpy.

The music, which was both eerie and New Age–like in the original, isn't greatly enhanced. This version does, however, add plenty of voice-overs.

The control is true to the original. You simply approach objects, then move again to discover what's beneath them (or hidden inside). You also have the thrilling option of answering "yes" or "no" to questions. It's a no-brainer.

Mansion of Hidden Souls is not as frightening as it should be. If you must know what happened in the mansion, then play. If not...beware! G

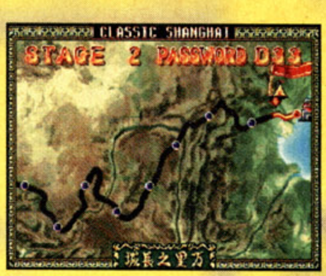
Mansion of Hidden Souls by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.0	INT. Intermediate

Price not available
CD
Available now
Interactive/Adventure
1 player

First-person view
Battery save
Not yet rated by the ESRB

Shanghai Triple Threat



Classic Shanghai presents a long and winding road.

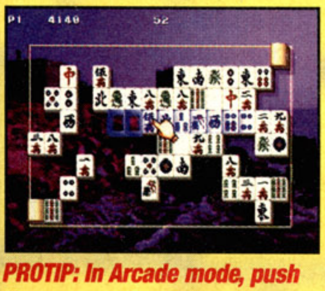
By The Axe Grinder

Joining in the rush to convert PC games to the next-generation systems, Activision has ported its popular puzzler Shanghai Triple Threat to the Saturn. The game's basically unchanged, so if you're addicted to the PC original, you'll find this an enjoyable version of Shanghai with Triple Threat.

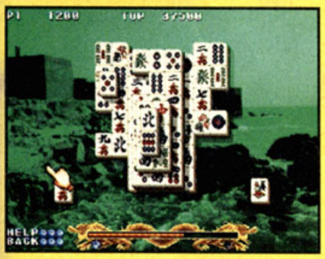
Triple Treat

The object is simple: Match identical pieces to clear the board. You can match and remove certain pieces, however, only if they're open to the left or right side. While the standard objective is consistent throughout, different modes such as The Great Wall, Beijing, Classic, and a two-player option produce plenty of variety.

Triple Threat doesn't require fancy controls, but the game's control still could stand some improvement. This game screams for a mouse. The control pad is sufficient, but it moves your pointer too slowly across the screen, often at the expense of valuable seconds.



PROTIP: In Arcade mode, push the rows and columns at random. You'll usually find matching pieces.



PROTIP: In Classic mode, concentrate on shortening the stacks of pieces rather than the single-tiered islands of pieces.

The visual and audio elements are a mixed bag. The graphical highlights are the detailed playing pieces. The different background pictures, mostly in sepia tone, are also fine as playing boards.

The mundane, repetitive tunes, on the other hand, quickly get on your nerves. Of the few sound effects, the squish and clang noises that occur when pieces clear are just adequate.

Alert to Puzzle Fans

This is an entertaining puzzler that requires more strategy than Tetris. If you've never played the PC game, you'll enjoy being shanghaied by Triple Threat. G

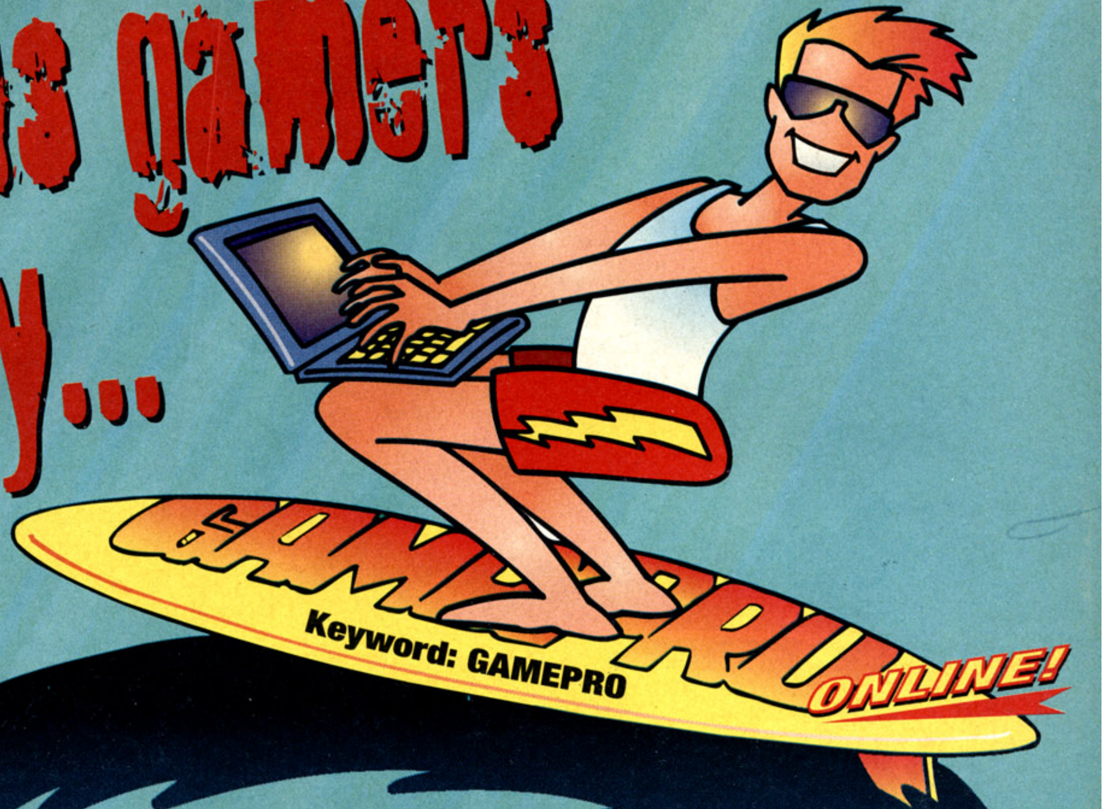
Shanghai Triple Threat by Activision

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADJ. Adjustable

$29.95
CD
Available now
Puzzle
2 players

Overhead view
Passwords
Not yet rated by the ESRB

serious gamers only...



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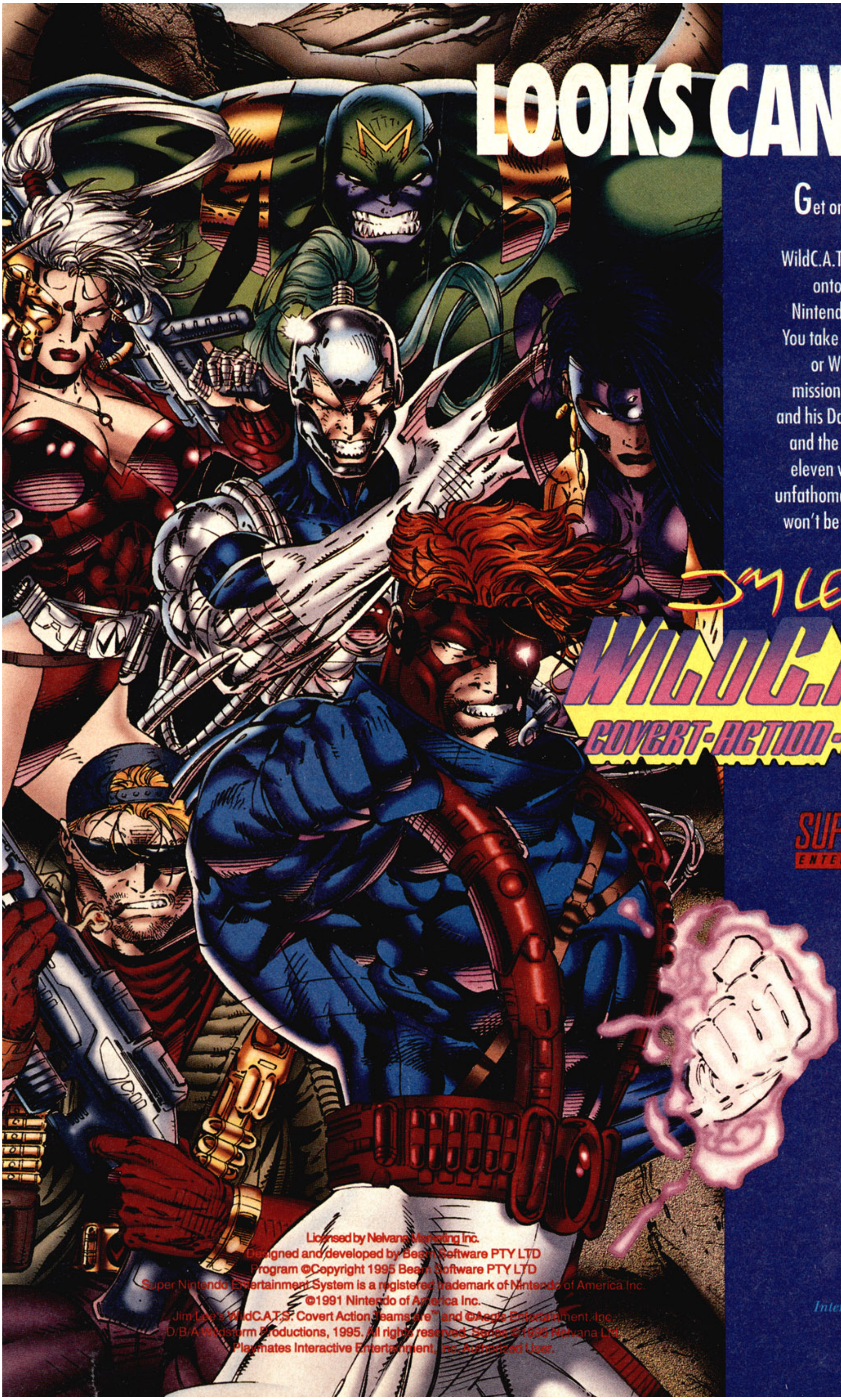

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PROREVIEW

Genesis

By Air Hendrix

WWF Wrestlemania thunders from the arcade to the Genesis, squeezing even the hefty Yokozuna into the slim confines of a 16-bit cart. Some sounds and graphical touches were left in the locker room, but WWF's flamboyant action makes for undeniable fun.

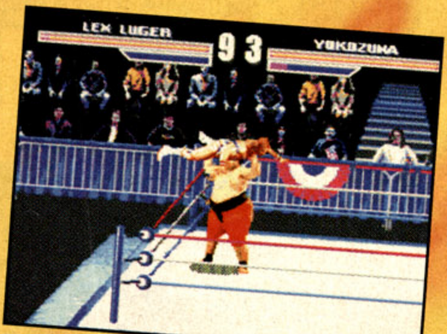
Royal Rumble

Clamber into the ring as one of eight WWF Wrestling pros like Bam Bam Bigelow and Shawn Michaels to face a solid wrestling challenge. One player can pursue the WWF Title, a tough fight that eventually pits you against eight wrestlers at once, or the Intercontinental Title, an easier bout. Two players can grapple head-to-head or work together against a tag team of all the other wrestlers.

This impressive lineup of modes brings enjoyable variety to the ring, and the wild moves add to the fun. Each wrestler can pull off an eye-popping array of punches, kicks, throws, holds, and reversals. Special attacks, like Lex Luger's Elbow Girder, and the Killer Instinct–style combos keep things rowdy. The controls respond just fine, but a six-button pad's a must unless you're a proficient finger gymnast.

In the Ring

After a while, though, the gameplay feels a bit long on flash and short on substance. Furious button pressing often yields impressive results, and fighting pros will fire off the moves and combos much too easily. Some gamers may eventually tire of this lack of depth, but there's definitely enough raucous fun to keep most players hopping back into the ring.



PROTIP: As Yokozuna, lift someone over your head (tap Toward twice, then simultaneously tap Super Punch and Super Kick) and chuck them out of the ring (tap any button near the edge of the ring) for monumental damage.

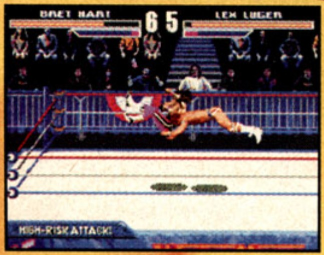
Graphically, the enormous digitized sprites and smooth animation will instantly impress you, despite the excessive graininess. Even worse, slowdown stalls the action on crowded screens, but these flaws don't interfere much.

Humorous commentary from WWF announcers Vince McMahon and Jerry Lawler lends ringside authenticity, but they sound like they're calling the fight from underwater. At least the grunts and slams come across clearly.

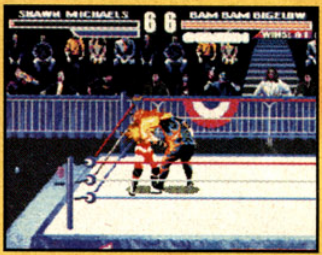
Pin Him!

Genesis wrestling buffs will want a firm hold on WWF Wrestlemania, which clearly outshines earlier wrestling titles like WWF Raw. This cart should even appeal to fighting pros looking for fast, furious – and somewhat shallow – fun. G

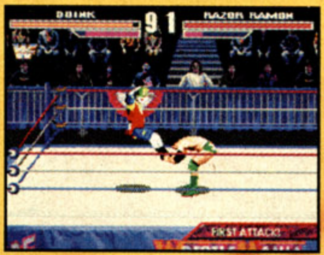
WWF WRESTLEMANIA



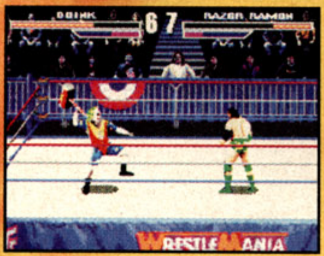
PROTIP: Develop fast reversals (tap Toward, Toward, Strong Punch or tap Down, Down, Strong Kick) to maintain the upper hand.



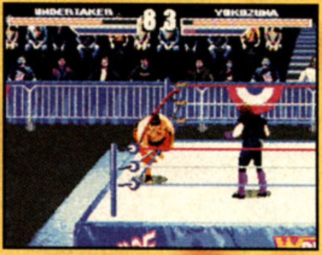
PROTIP: Launch combos by getting your opponent in a hold, then trying various mixes of punches and kicks.



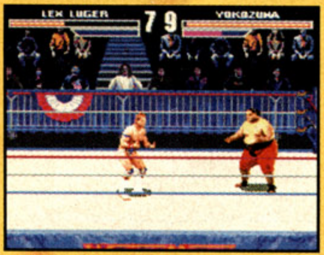
PROTIP: As Razor Ramon, tap Toward, Toward, Kick to grab your opponent by the heels and slam them into the mat.



PROTIP: As Doink, clock your foes with a hammer by tapping Toward, Toward, Strong Kick.



PROTIP: As your opponent reenters the ring, hit them with a charge attack like the Undertaker's Neck Breaker (charge Punch for three seconds, then release).



PROTIP: Taunting charges your next attack to triple damage: Hold Block and motion two full circles starting Away.

Genesis Game ProFile

WWF Wrestlemania: The Arcade Game

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

Despite the significant flaws in the graphics and the slightly shallow gameplay, this riotous title will make fighting fans grin from ear to ear.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.5	ADJ. Adjustable

$69.95
32 megs
Available November
Fighting

2 players
8 wrestlers
Side view

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WWF Wrestlemania
The Arcade Game

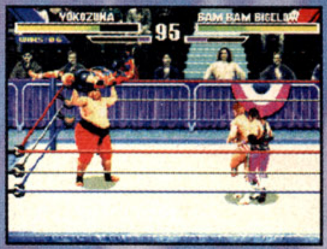
By Scary Larry

The princes of pain are back in a rumble royale! WWF Wrestlemania: The Arcade Game is a must-own for 32Xers. It's superior to the Genesis version, but it's no match for the PlayStation title.

Cattle Wrestlers

You play as one of eight wrestlers vying for the title of Intercontinental Champion (easy) or World Wrestling Federation Champion (very hard). You can play against the computer or a friend. You and a pal can also tag-team the computer in Cooperative mode.

Besides the normal wrestling moves, like eye gouges and airplane spins, you can pull off tremendous multihit combos to waylay an opponent's life bar. Combos require dexterous button pressing, but they're worth the thumb damage. Most of the arcade combos from the "The Fighter's Edge" in the October *GamePro* work here also.



PROTIP: Yokozuna is your best bet for completing the one-player title games – just continually throw opponents out of the ring for easy victories.

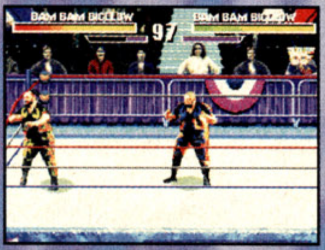
WWF Wrestlemania: The Arcade Game
By Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	INT. Intermediate

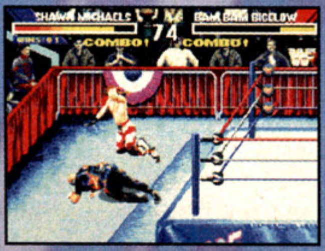
$74.95
32 megs
Available November
Fighting
2 players
Side view
8 wrestlers
ESRB rating: Kids to Adults

The graphics are grainy, but they're clearer than those in the Genesis cart. The sprites are also a lot larger than those in the SNES version. The boring background remains constant throughout the game.

The sound samples are not abundant. Gone is the running commentary of the arcade. You'll hear announcers, but usually not until a match ends. The other comical expressions, sound effects, and dinks and doinks are all still there.



PROTIP: Tired of your opponent running at you and delivering lethal blows? Just tap Away, Away, and Power Punch to throw them.



PROTIP: When an opponent is out of the ring, pounce on them from the turnbuckle for added hurt.

WWFun

This is a better game than WWF Raw, and one of the best 32X games since Doom. Anyone who owns a 32X should definitely climb into this ring for a whole ton of fun! **G**

KOLIBRI

By Scary Larry

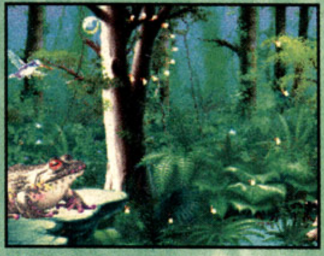
A hummingbird shooter? No, this isn't *LamePro* – it's a new 32X game. Although the concept is unique, the gameplay and FunFactor are standard.

To Bee or Not To Bee

Kolibri is straightforward, if you're a hummingbird with firepower. You flit around shooting insects to clear the way for your hummingbird friends to pollinate flowers. If this is the only way you'll ever learn about the birds and the bees, you need to get out more often.

You find different power-ups to shoot, like seeds, lasers, and fiery rings. But these look wimpier than they sound, so don't expect much. The only way to know if you've cleared a level is when gameplay stops and the screen goes dark.

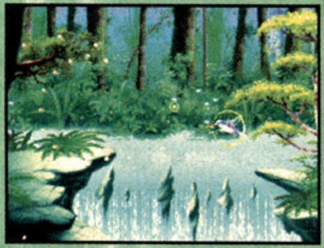
Controlling your hummer is sometimes a chore. You must manually turn the bird around when shooting enemies behind you. Since enemies rat-pack you with attacks, this gets deadly.



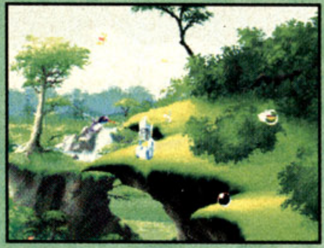
PROTIP: Pause when the action gets too busy. Enemies lurk in the busier parts of the game.

The graphics will remind you of Ecco the Dolphin. The lush, colorful, layered backgrounds are great to look at, but your hummingbird often gets lost in the scenery.

The sounds are also beautiful to listen to, but they don't really enhance the weak gameplay. Great nuances, like forest and swamp background effects, make the game a good rubdown for the ears.



PROTIP: Midway through the Expiry level, travel down the waterfall to access more of the stage.



PROTIP: Stay near the power-up-spouting crystal, and fill up your weapons. The more of one icon you collect, the more powerful the weapon.

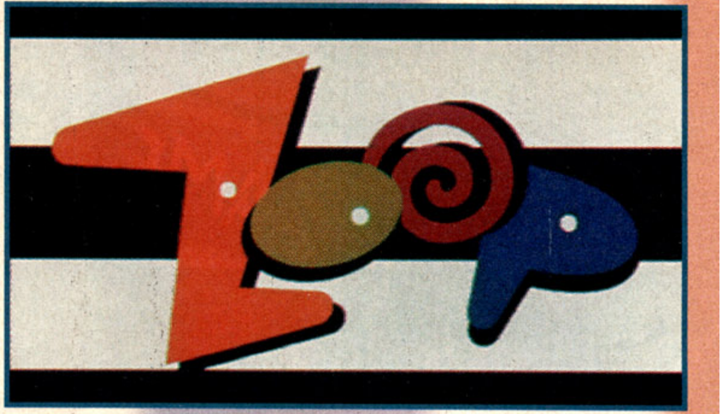
Hum Drum

Kolibri isn't awful, just average. You'd expect more from the 32X – something more along the lines of Gradius or R-Type. Maybe Sega should've given this bird some armor or jet-propelled wings. As it stands, Kolibri couldn't take on Tweety Bird. **G**

Kolibri by Sega

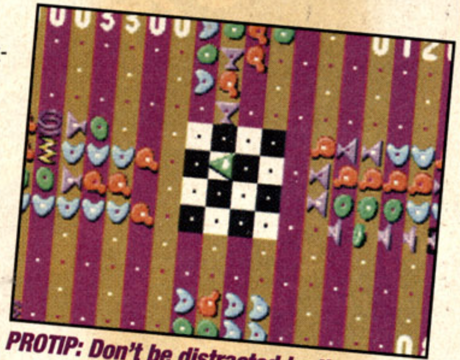
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	2.5	INT. Intermediate

Price not available
24 megs
Available November
Shooter
1 player
Side view
Passwords
ESRB rating: Kids to Adults



By Cover Girl

At last: a puzzle game that dares to be different from Tetris. Zoop for the Genesis isn't destined for the kind of greatness that made Tetris a part of the gamer's vocabulary, but its absorbing puzzle play should earn it a place on your holiday wish list.

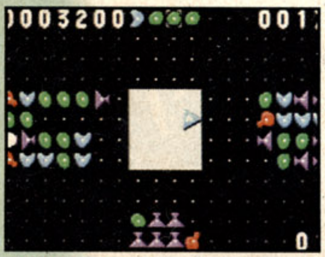


PROTIP: Don't be distracted by the wildly colored geometric patterns that make it difficult to discern the color of the shapes.

Long on Thrills

If you like playing center court and under the gun, then Zoop's your stage. Stationed in the center square, you must protect your area from a four-way crossfire of advancing multicolored shapes. Your goal: Rid the grid of the required number of shapes (the number's posted in the upper-right corner).

The catch is that you can "zoop" only shapes that are the same color as your shooter. If you hit a shape that's a different color, you switch colors with it. Bonus shapes that wipe the grid clean are among the power-ups you can score.



PROTIP: Shoot the first shape to exchange colors with it. Then shoot another like-colored shape elsewhere and return to wipe out the row.

Genesis Game ProFile

Zoop

(By Viacom New Media)

Zoop's long on thrills but short on frills. That's a good thing in a puzzler. It's simple, absorbing gameplay should heat up your Genesis this winter.

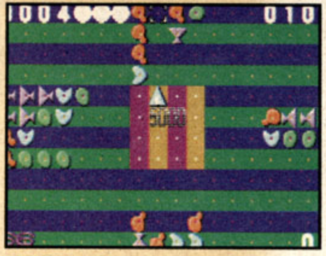
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	4.0	4.0	Adjustable

$49.95
4 megs
Available now

Puzzle
1 player
99 levels

Zoop offers two play options: Level and Continual. Unfortunately, the gameplay and goal remain the same. Continual play presents the greater challenge, but initially the sudden change to new levels can throw you off.

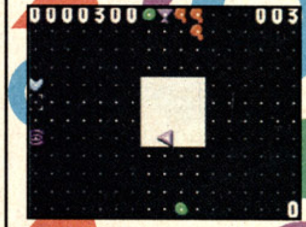
With nine multilevel stages and five difficulty settings to choose from, Zoop easily appeals to all levels of gamers. Advanced players will want to cycle to the later stages, where the pace is quicker and multiple shapes dot the grid from the get-go.



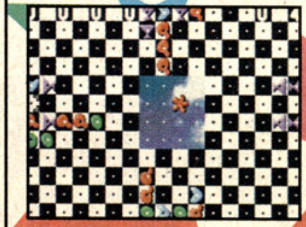
PROTIP: Shoot a row of same-colored shapes and earn big points. Don't be distracted by the fanfare, though – the shapes keep coming.

Two drawbacks may keep Zoop from becoming a part of the gamer's vernacular. First, Zoop is merciless when you lose, taking you back to the start regardless of how far you've advanced. And its repetitive play may zoop all but the more diligent puzzle gamers.

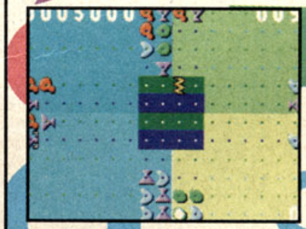
ZOOPER POWER-UPS



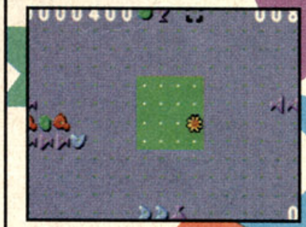
Collect five bonus springs to wipe everything off the grid.



Color bombs eliminate all the shapes in a quadrant that are the same color as the first one you hit.

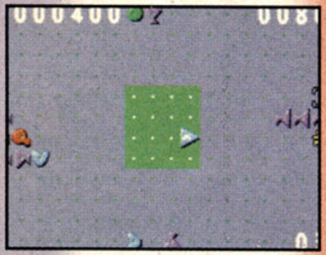


Proximity bombs take out all the shapes touching the first shape you contact.



Line bombs blow away an entire row of shapes.

Short on Frills



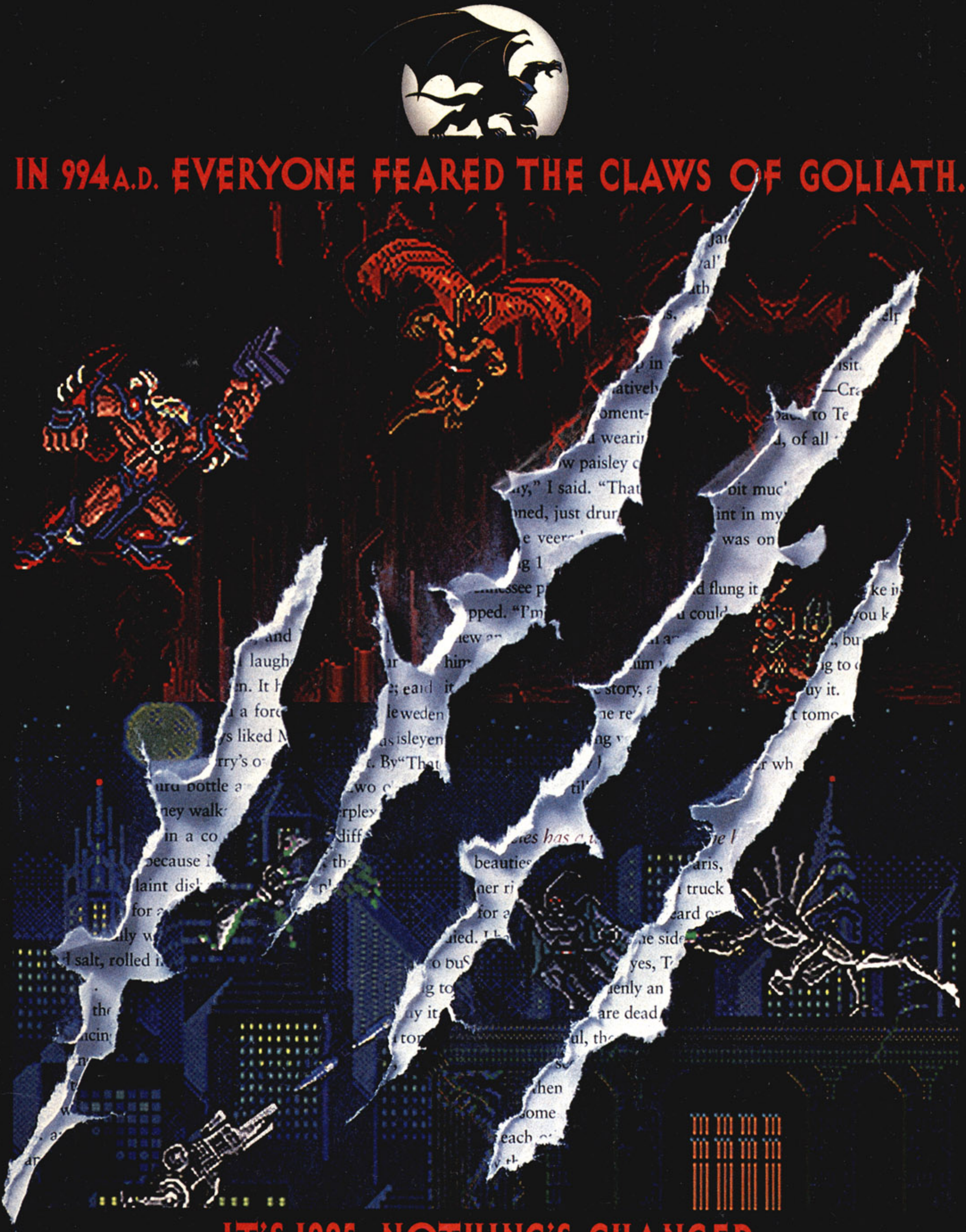
PROTIP: You instantly become the bomb you've hit, so shoot it when you need it.

Varied, colorful geometric patterns in the later levels enliven the grids and add challenging contrasts that can fool the eye. The perky music allows you to concentrate without being distracted or annoyed, and the audio effects heighten the action without drawing attention to themselves.

The control is as basic as it can get. The directionals shift the shooter around and any of the buttons will shoot, so you don't need to be a rocket scientist to play.

Zooper Duper

Zoop relieves the drought of good puzzlers on the Genesis. If you're looking at a long, cold winter indoors, Zoop could turn up the heat on your Genesis. G



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GARGOYLES

VIDEO GAME

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KIDS TO ADULTS K-A AGES 6+

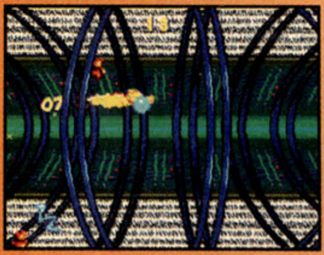
By Captain Squideo

Garfield the cat has conquered every other entertainment arena, so it was just a matter of time before he landed on a 16-bit video game system. Unfortunately, only young kids and serious Garfield fans will think Caught in the Act is anywhere close to the cat's pajamas.

All Dressed Up...

When Garfield and Odie get sucked up into a broken TV, they become characters in nine strange side-scrolling adventures. The action is your standard platform walk-and-throw with Garfield donning appropriate costumes for each level and Odie morphing into cute enemies.

Other Garfield cronies also make cameo appearances. If you thrill to the sight of Garfield as a King Tut kitty or a saber-toothed dino-cat, you might like this game.



PROTIP: Pick up Pookies in the bonus rounds to gain extra lives.

...No Play to Go

Serious gamers won't find much to like, however, primarily because of the inefficient controls. Garfield doesn't run; he plods. And his jump, throw, and hit moves are too feeble to cleanly defeat the simplest enemies. Flail away at the first vampire boss for an hour or two, and you'll be so frustrated that you'll call the Humane Society.

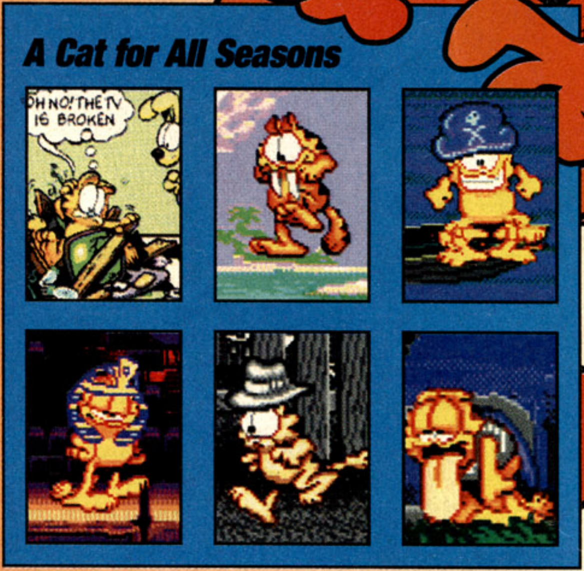
The one thing this game has going for it is its look. A series of comic-strip panels drawn just for the game precedes the action. Throughout the levels, colorful backgrounds and big sprites will charm cartoon lovers, especially those with a sense of humor. Garfield's wacky costumes and comical expressions make you look forward to the next level.

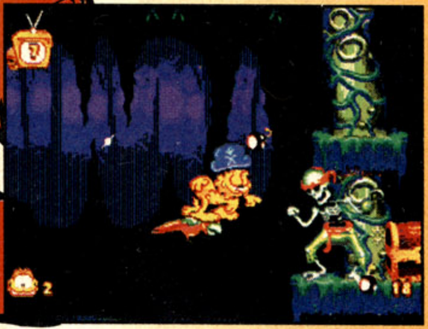
The sounds are decent enough to add to the comical atmosphere. The music varies for each level, and the sound effects nicely re-create the zoops and boings of Saturday-morning cartoons. No voices, though.

To the Dogs

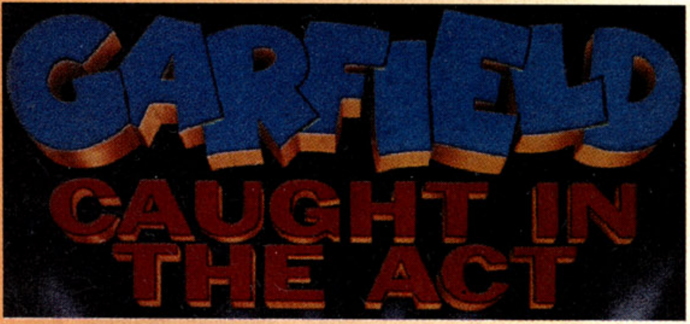
Novices are Garfield's target audience. The proof is in the repetitive gameplay and the two difficulty levels, one called Kitty and the other Normal. Whether beginners will be patient enough to overcome the controls is another question. Had Garfield been given better abilities, even veteran players might have enjoyed playing with him, but as it is they'll probably want to put this cat out. **G**

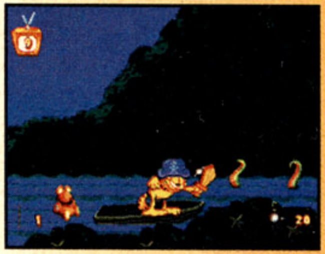
A Cat for All Seasons



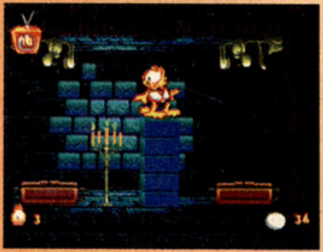


PROTIP: Ride the parrot to get close enough to this pirate boss to nail him with bombs.

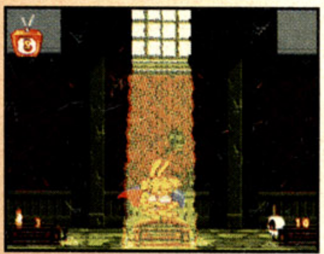




PROTIP: Don't jump as you swing at enemies from your boat – this cat can't swim!



PROTIP: When you fall into a crypt in Count Slobula's Castle, pull on the corner Odie tongues to elevate an escape platform.



PROTIP: To beat the first level's vampire boss, swat the bats and jump up to open the shades.

Genesis Game ProFile

Garfield Caught in the Act

(By Sega)

KIDS TO ADULTS K-A AGES 6+

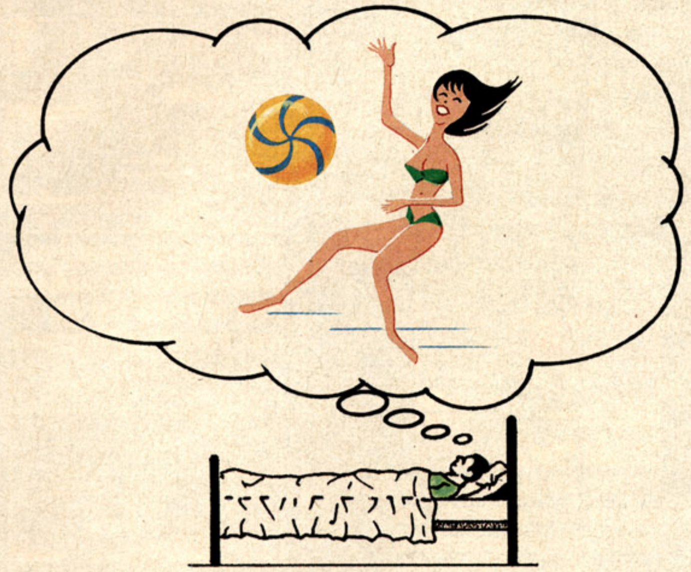
Fans of the comic strip might enjoy this platform title. The tedious gameplay and hopeless controls will disgruntle anyone else.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.0	2.5	ADJ. Adjustable

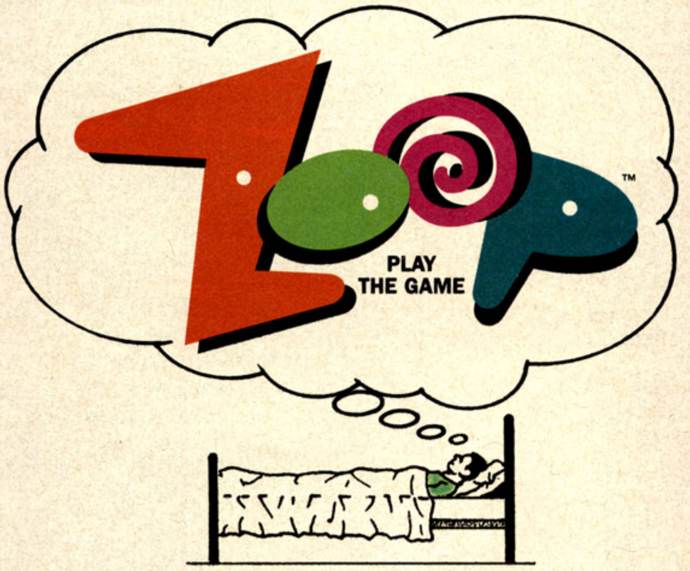
Price not available	9 levels
16 megs	Side view
Available now	Multiscrolling
Action/adventure	Passwords
1 player	

AMERICA'S LARGEST KILLER OF TIME™

ZOOP - IF YOU START YOU MAY NEVER STOP



(Dream cycle of a normal and healthy teen)


ZOOP™
PLAY THE GAME

(Dream cycle of a teen who plays *ZOOP*)

Warning! ***ZOOP*** **looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.**

The mental anguish of playing *ZOOP* grows until one day it manifests itself on your face.

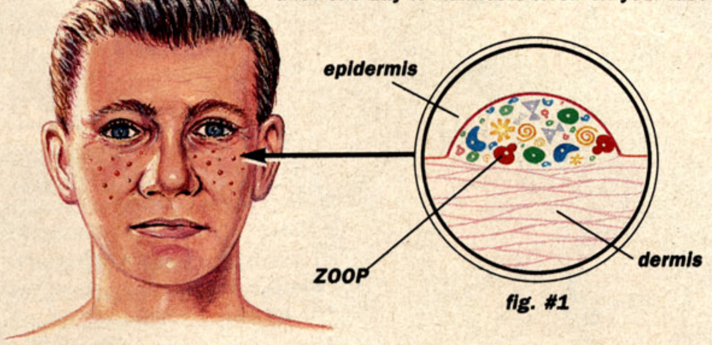
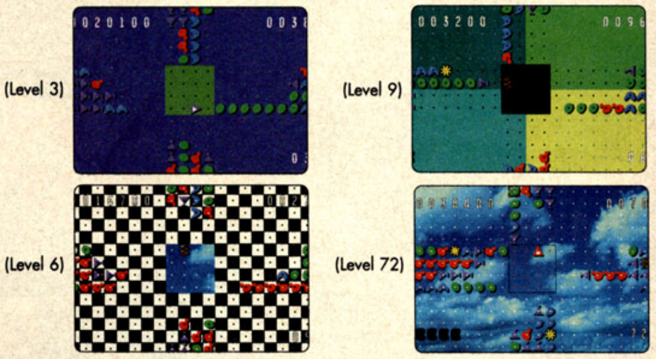
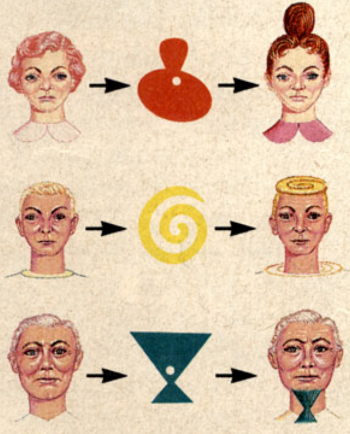

epidermis
ZOOP
dermis

fig. #1

THE DEPTHS OF *ZOOP*


(Level 3)
(Level 9)
(Level 6)
(Level 72)

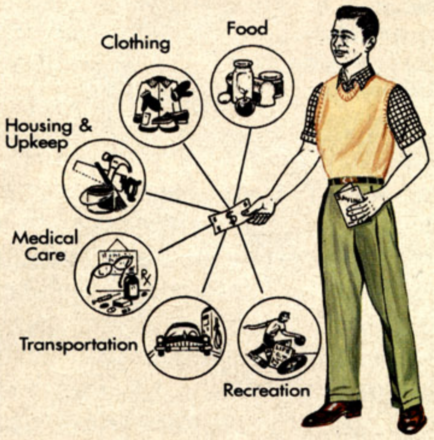
Research has shown the longer you play *ZOOP*, the more you actually start taking on the physical characteristics of *ZOOP*.



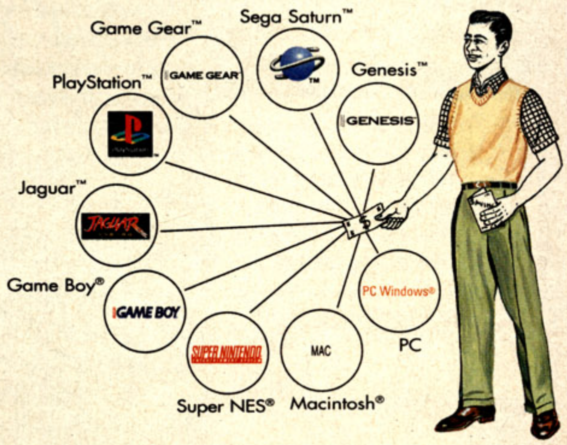
(Prolonged psychological effects are still under study.)

MONEY SPENDING PATTERNS.

before *ZOOP*:


Clothing
Food
Housing & Upkeep
Medical Care
Transportation
Recreation

after *ZOOP*: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Developed By
Hookstone

Official Nintendo Seal of Quality

KIDS TO ADULTS K-A

Official SEGA Seal of Quality

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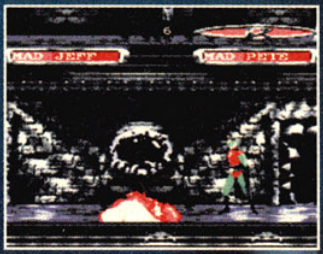
Batman Forever

By Tommy Glide

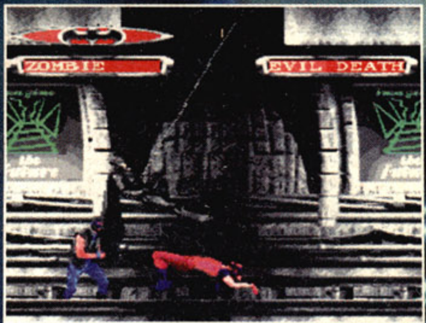
Don't bother asking Santa for Batman Forever this holiday season. Ol' Saint Nick should keep this cart at the North Pole, far from anyone's Genesis.

Guano, Anyone?

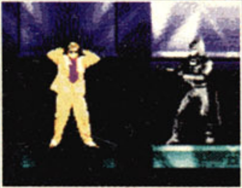
The game follows the film's plot, or at least tries to. Playing as either Batman or Robin (two gamers can play as the dynamic duo simultaneously), you chase the Riddler and Two-Face through eight of the most boring levels to be found in Gotham City.



PROTIP: Bomb the middle of the room below Mad Pete and Mad Jeff. The explosion clears a trapdoor to a hidden area.



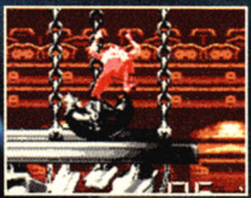
PROTIP: Once you're on the subway tracks, shoot your grappling hook and hang from the ceiling to avoid being hit by the train. To find hidden areas with power-ups, aim for the gaps in the ceiling and lift yourself up.



PROTIP: When you're playing as Batman and your opponent is just out of range, nail them with your Flash Globes to stun them, then walk in and whack them with an uppercut.

With a poor mixture of platform adventure and side-view fighting, Batman Forever never gains momentum. The fighting moves were modeled after those in Mortal Kombat, but don't let that fool you: The beat-em-up action in this pale imitation is flat and outright boring. Batman Forever tries to liven things up with riddles that hint at hidden rooms and power-ups, but these puzzles only hinder the already-sluggish pace.

Graphically, this dark game captures the film's gothic look. To a fault. So much of the background is black that you'll think the game's artists went on strike and left some areas unfinished. The nicely digitized characters and fairly smooth animations are eye-catching, but after a few levels, you'll tire of Batman's clunky walk.

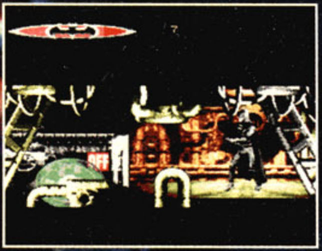


PROTIP: When confronting two opponents at once, use the rolling attack frequently to avoid being ambushed from both sides.

Holy Bad Audio!

The anemic sound makes the graphics look great. A first-year piano student could have scored the music on a cheap synthesizer.

The highly distorted voice samples and the so-so fighting effects will drive you toward the Mute button. You're better off just humming the U2 song from the movie than listening to the game.



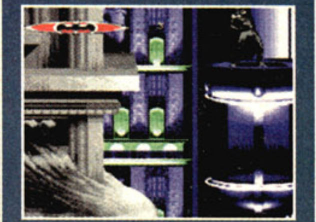
PROTIP: Shut down this machine in the Arkham Asylum by lobbing a Flash Globe at it. Defeat the two enemies that appear, and you earn a power-up that fully restores your health.

Lousy Forever

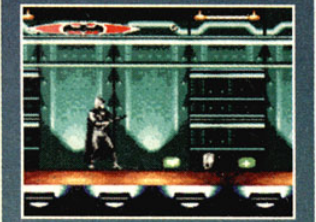
Batman Forever's fighting controls are so complicated that a six-button controller is essential. But no matter how well you master the controls, you'll still take cheap shots from double-team attacks and unavoidable obstacles.

This game sorely lacks the film's death-defying thrills. It fails to deliver enough bang for the big bucks that it costs. If you must play it, rent it. But if you don't want to waste your cash, avoid this Bat-astrophe forever. G

Elevator Action



On the second elevator ride, quickly shoot your grappling hook up to get onto the roof, then shoot it up again.



Your destination: This hidden area filled with health

Genesis Game ProFile

Batman Forever

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

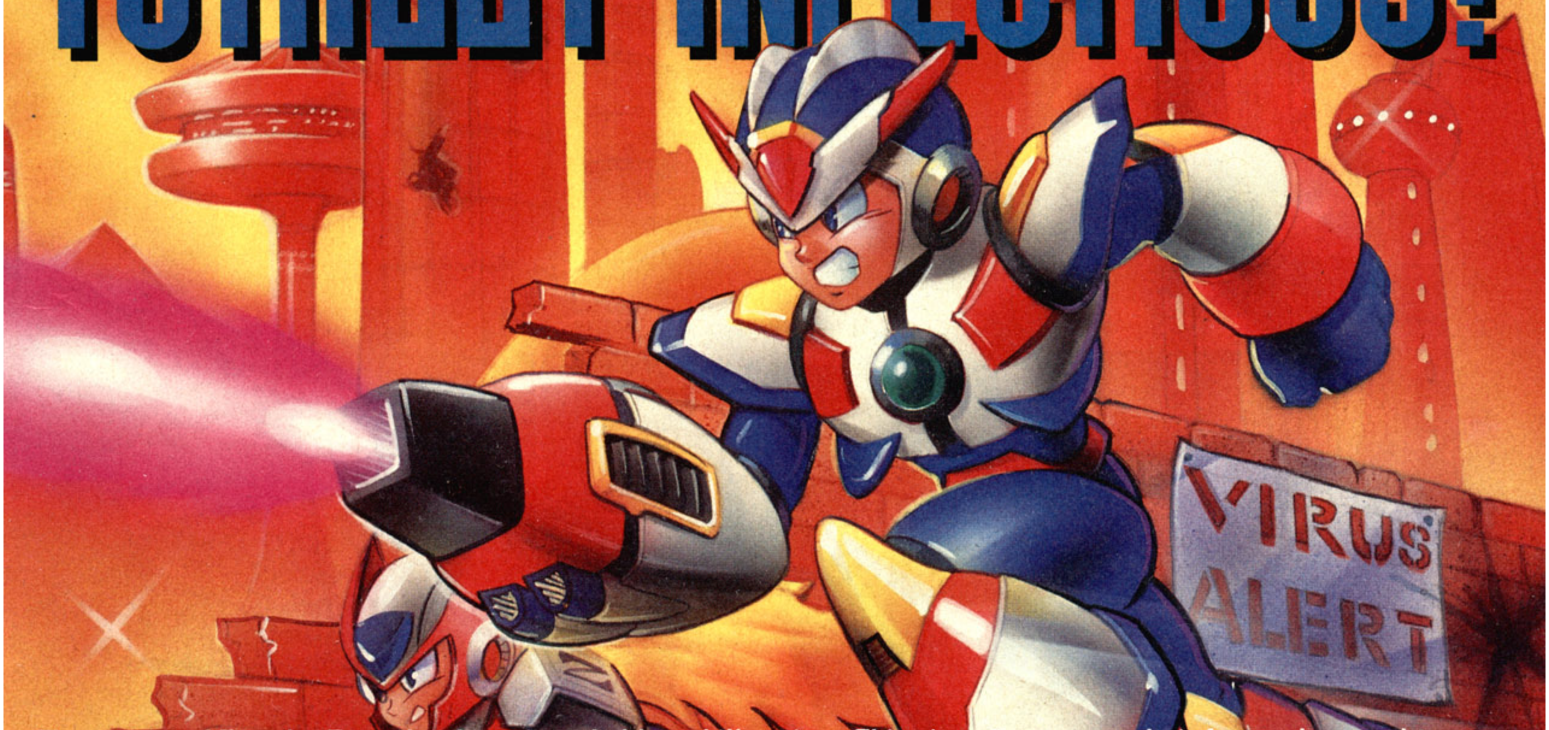
The atrocities the Riddler and Two-Face commit in Gotham are nothing compared with the crimes Batman Forever wreaks on your Genesis. Somebody get a shovel.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.0	2.0	INT. Intermediate

$74.95
24 megs
Available now
Beat-em-up action/adventure

2 players
8 levels
Side view
Multiscrolling

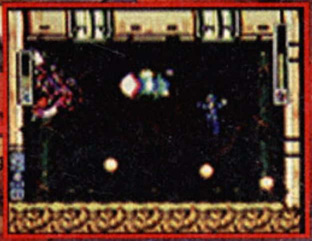
THIS ONE IS TOTALLY INFECTIOUS!

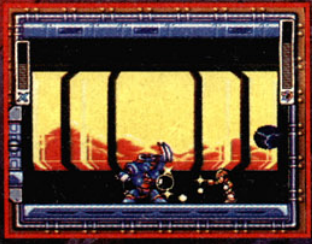


The utopia of Doppler Town has been invaded by a killer virus. This virus, however only infects robots and turns them into renegade Mavericks. Now Mega Man X and the Maverick Hunter Units must find the source of this outbreak before they too succumb to the deadly robotic disease.

Features

- Twice as many secret items to collect than any previous Mega Man title!
- Locate the 4 hidden pieces of the Robot Ride Armor to built an awesome attack vehicle!
- Play as either Mega Man X or his Maverick Hunter partner Zero!
- Every element of game play has been enhanced — Amazing 3D effects, longer levels, more detailed graphics and faster playability!





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K-A
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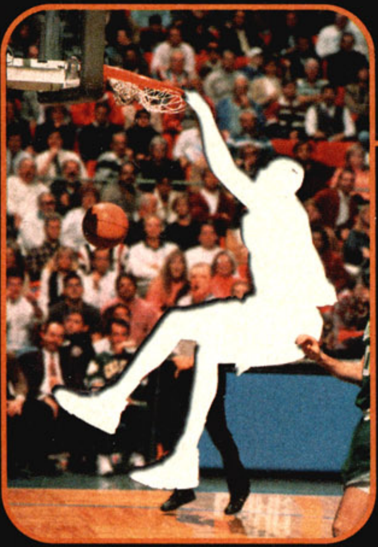
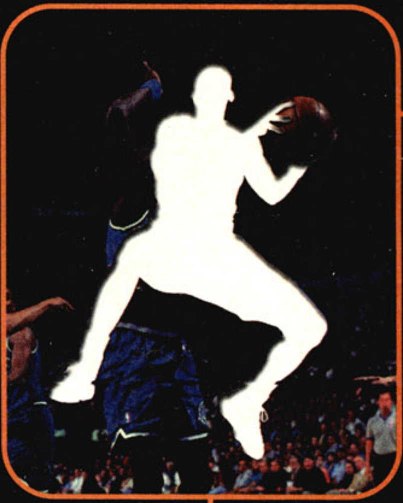
The NBA's® best moves. Stolen

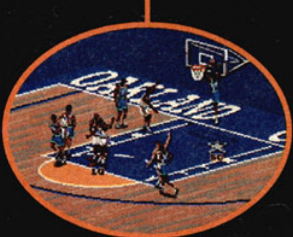


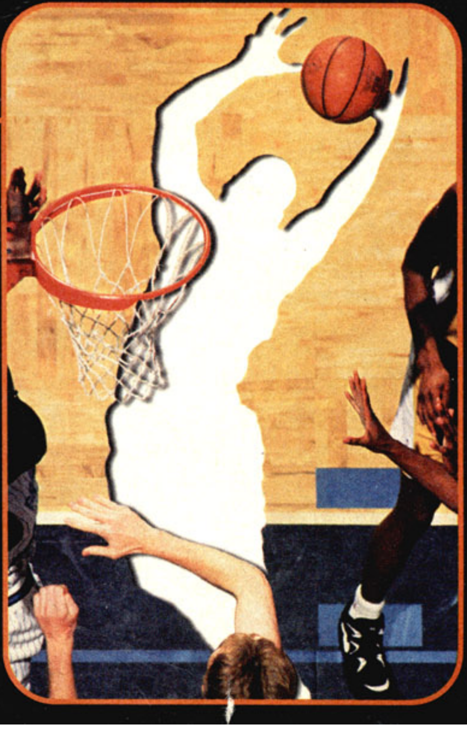
Monster slams. Just one of a ton of killer player animations. Up close and personal. In a TV-style presentation that rivals the network hoops broadcasts.



The receiving end of a tip-slam hurts no matter what mode you're in. Exhibition. Reduced season. Customizable playoff. Or full season.

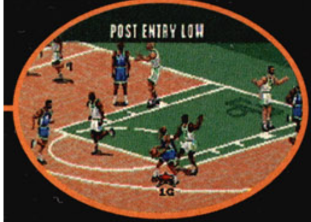
Mid-air pass. Now that's a tasty dish. One minute you got 'em thinkin' you're goin' to the hole. Next minute they're starin' at a pair of empty hands. Now you see it. Now you don't. Now it's too late.



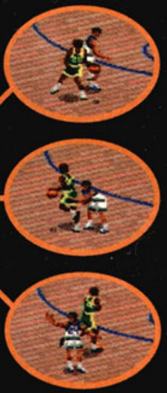


You're knockin'. And knockin'. And knockin'. Can't get into the house through the front door? Maybe the backdoor's open. Can you say alley-oop? Sure you can. Oh yeah, blocked dunks don't feel so good either.

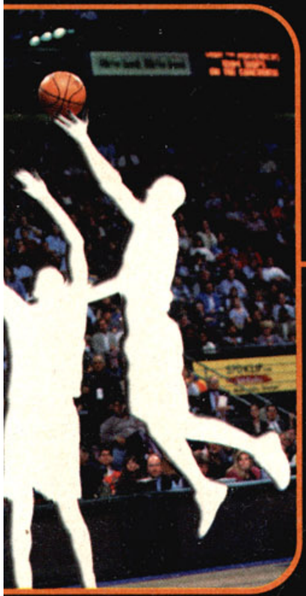
for your personal enjoyment.

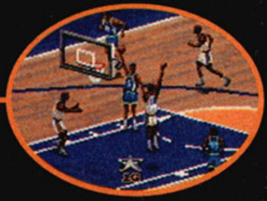


You're the playmaker. Raise your arm high above your head. And play stump the chump. By calling plays on the fly. With 60 authentic offensive plays. And 10 defensive sets to counter with.

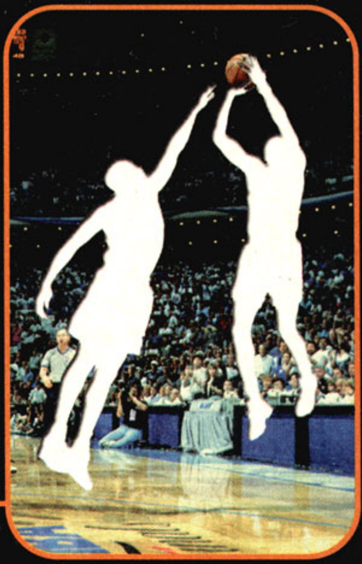


Put on a spin dribbling exhibition. Then put on another jersey. You'll find all 29 NBA teams (including Toronto and Vancouver), 2 All-star teams, and 4 custom teams at your disposal.

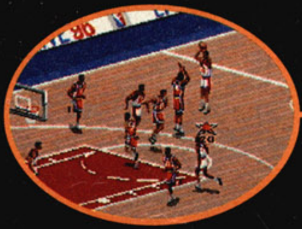


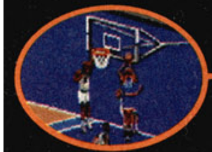


Long range jumper. Count it. 'Cuz in-depth stats keep track of everything. Including player ratings. There are stats in over 15 different categories. You can save 'em. By team. By player. Or by user (which rhymes with loser).

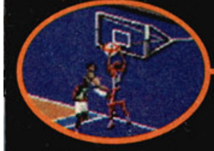


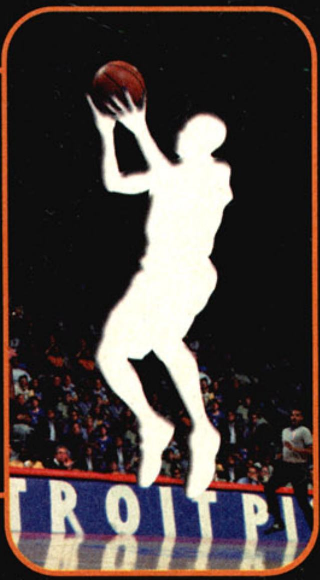
A finger roll here. A finger roll there. No one can stop you now. You're at the top of your game. So quit while you're ahead. Now you can leave the regular season at any time and go directly to the playoffs.





Not impressed with that double-clutch slam? Trade for someone who's got the goods. Any player in the league. Still not good enough? Create your own player. And call him Sir Dunks-a-lot.





Last year it rocked the critics and ate up the awards. Now it's back. With merciless new player animations. Updated strategy. And lots of reflex-numbing gameplay. NBA Live 96. Tips-off soon on Sega™ Genesis™, Super NES® and Game Boy®.

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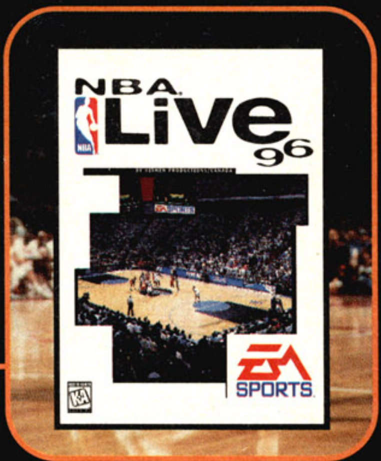

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NBA® LIVE 96

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Donkey Kong Country 2

Diddy's Kong-Quest

By Scary Larry

Nintendo and Rare aren't monkeying around! Diddy's Kong-Quest exceeds the standards set by Donkey Kong Country. This is the game you want under your palm tree this holiday!

Driving Miss Dixie

Even though the version we reviewed was only 80 percent complete, it already had more levels, better graphics, and better gameplay than the original had a year ago. The only thing the programmers can do is add more to this game!

In this quest, Kaptain K. Rool and the Kremlings have kidnapped Donkey Kong and are ransoming him for the Banana Hoard (from DKC). Diddy and his gorilla-friend, Dixie, set out to find Donkey Kong.

But Kaptain K. Rool isn't going to make things easy for the Kongs. He has all types of beautifully rendered (but devilishly despicable) enemies on hand, like peg-legged crocodiles, wretched rats, and pitiless piranhas. K. Rool does his deeds in some of the most cleverly illustrated levels ever seen on a home system. Wait until you ride the skulls in the Pirate Amusement Park or blast through the thorny jungles in Bramble Scramble.

The game has more than 100 levels with eight unique areas to explore. As usual, there are tons of hidden areas and bonus games, so you'll be playing this one well into next Christmas!

Safari So Good

The rendered graphics are superb and extremely clean. They're especially impressive when you consider this is a 16-bit cart-based game, not some fancy-shmancy CD system. As a matter of fact, this is what Killer Instinct should've looked like! The smoothly scrolling layered backgrounds also add nice graphical touches (like the rain in the Gangplank Galley) to this superb looker.

Like last year's DKC, the music and sounds once again equal the SNES's best. The music rocks out in places, and tones down in more dramatic scenes. From the monkey's echoes of "ooh-ooh" when it's trapped in the barrels to the crocodiles' snapping jaws, this game erupts with sonic treats.

The control is pretty much the same as in the last game. You can switch between Dixie or Diddy, and can run, jump, and throw just like in DKC. The only caveat is that some levels are extremely tough, so younger players may ask their monkey's uncles for a hand with the game.

Plan It with the Apes

As for older gamers, what more could you ask for? Yeah, it's a little cutesy, but don't let that fool you. Although you may find yourself breezing through the easy, pattern-reliant bosses, you definitely won't be able to finish this in one sitting. Since you now have to pay for Cranky's advice (and game saves, and Funky's flights, and Swanky's Bonus Games), you'll need to spend more time than ever in the Country.

Easily the best SNES game this year, Diddy's Kong-Quest is one we suggest you give a try. This game will make a monkey out of the most experienced players! **G**

Super NES Game ProFile

Donkey Kong Country 2: Diddy's Kong-Quest

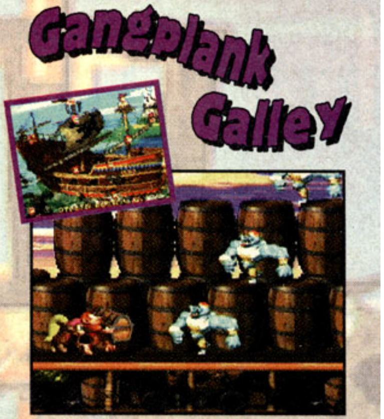
(By Nintendo)

KIDS TO ADULTS K-A AGES 6+

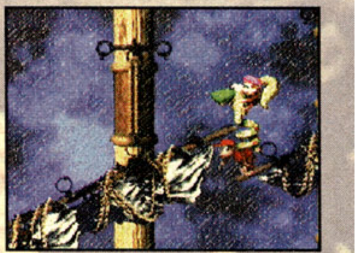
Diddy's back, and he's brought the gorilla of his dreams with him. Diddy's Kong-Quest is bigger, better, and more fun than its predecessor.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

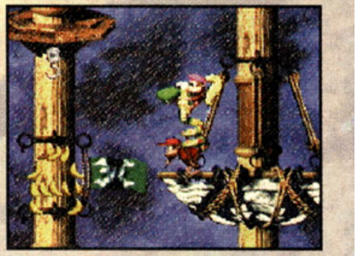
$69.95	8 levels (100 areas)
32 megs	Side view
Available December	Multiscrolling
Action/adventure	Battery backup
2 players	



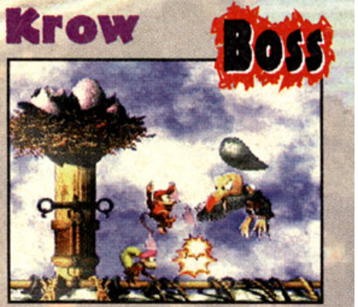
PROTIP: When Kruncha turns red, he'll take away a life regardless of your bouncing monkey antics.



PROTIP: Simultaneously pushing Buttons Y and B makes your animal friend, such as Rattly, jump higher.

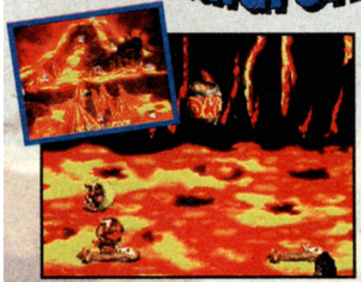


PROTIP: Watch for groups of bananas that form letters. There's usually a 1-up or token nearby.

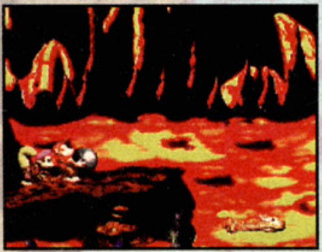


PROTIP: To knock off the first boss, Krow, just fling his eggs back at him. Four hits should do the job.

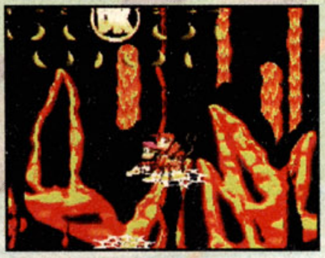
Crocodile Cauldron



PROTIP: *To get safely from croc to croc without eating lava, inch your way over so that you're standing on the far right of the croc's head.*

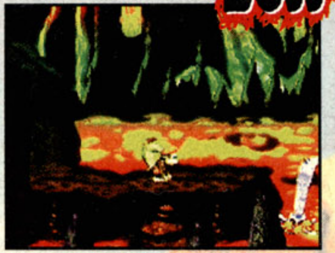


PROTIP: *Keep cannonballs with you. A cannon that shoots you to a bonus level isn't far off.*



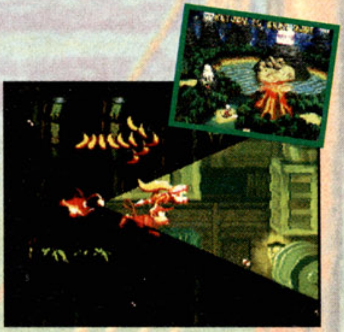
PROTIP: *One of the hard-to-find DK Coins is just above Squitter's box in the second level of this area.*

Kleever Boss

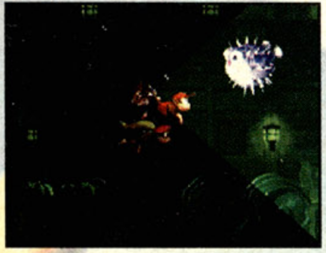


PROTIP: *Hit Kleever with the cannonballs that fall from above while avoiding the fireballs he sends at you. When the hooks appear, travel across the stage to find more cannonballs.*

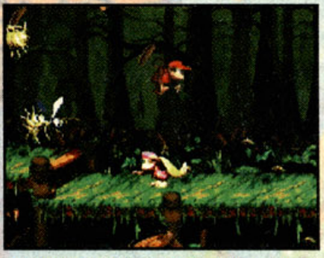
Krem Quay



PROTIP: *Bananas also point you in the right direction.*

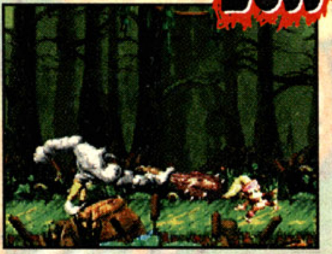


PROTIP: *Watch out for the Puffas – they'll detonate and send spikes after you.*



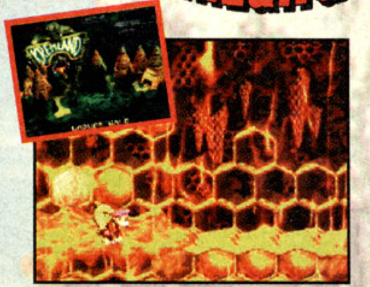
PROTIP: *In Krockhead Klamber, move to the left after the level begins, and you'll see some bees. Get the treasure chest behind them and keep going left.*

Kudgel Boss

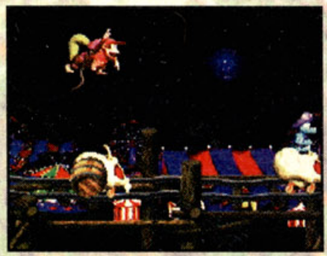


PROTIP: *It takes tricky timing to defeat Kudgel. Whatever happens, don't stand on the ground when he lands, or he'll stun you. He also drops TNT barrels after every third jump or so. Jump up and nail him with the barrel.*

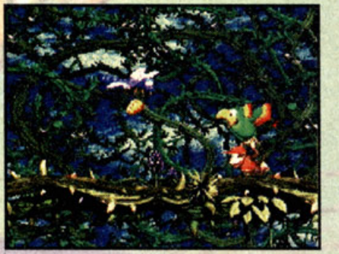
Krazy KremLand



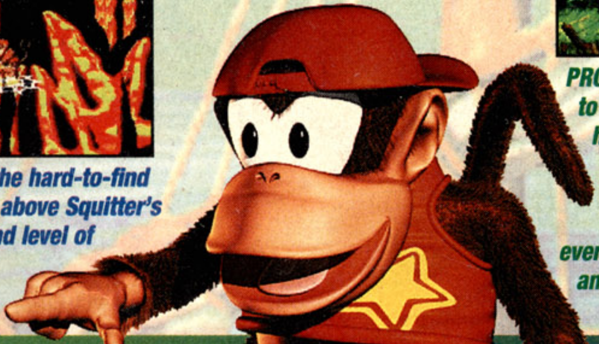
PROTIP: *In the Hornet's Hole, remember you can't jump or change characters when standing in the honey.*



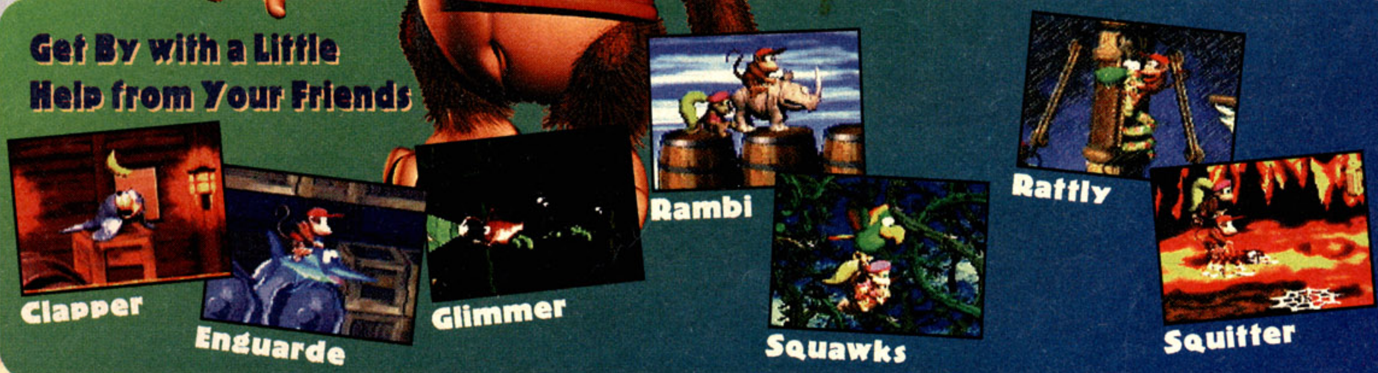
PROTIP: *In Target Terror, be ready to jump the barrels that enemies drop in your path.*



PROTIP: *In Bramble Scramble, you can bring your characters low into the foliage without hurting them. Just don't let enemies touch your monkeys below the belt.*



Get By with a Little Help from Your Friends

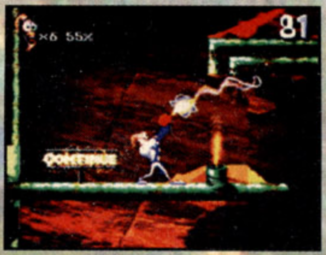


By Major Mike

With all the empty hype and lukewarm big-name releases nowadays, it's nice to know there is one bunch you can always count on for awesome games. Shiny Entertainment opens up a can of very fun worms with Earthworm Jim 2. Who needs an expensive next-generation system when excellent 16-bit games like Earthworm Jim 2 are still coming out?

Jungle Jim

Spread out over several extraordinarily diverse stages, this epic pits Jim once more against his archenemy Psy-Crow, who's whisking Princess-What's-Her-Name off to Lost Vegas for a quickie wedding. Accompanying Psy-Crow is his wicked bunch of hench-things, including Major Mucus, Bob & #4, and Evil the Cat.



PROTIP: Lorenzo's Soil – Shoot the dirt over the flame to extinguish it.

Super NES Game ProFile

Earthworm Jim 2

(By Playmates)

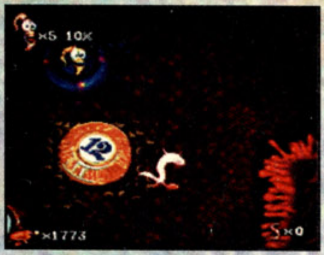
Loaded with humor, awesome graphics, and incredibly diverse levels, Earthworm Jim 2 manages to exceed the lofty standards of the first game. Fans of the original will eat some serious dirt if they miss this one.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

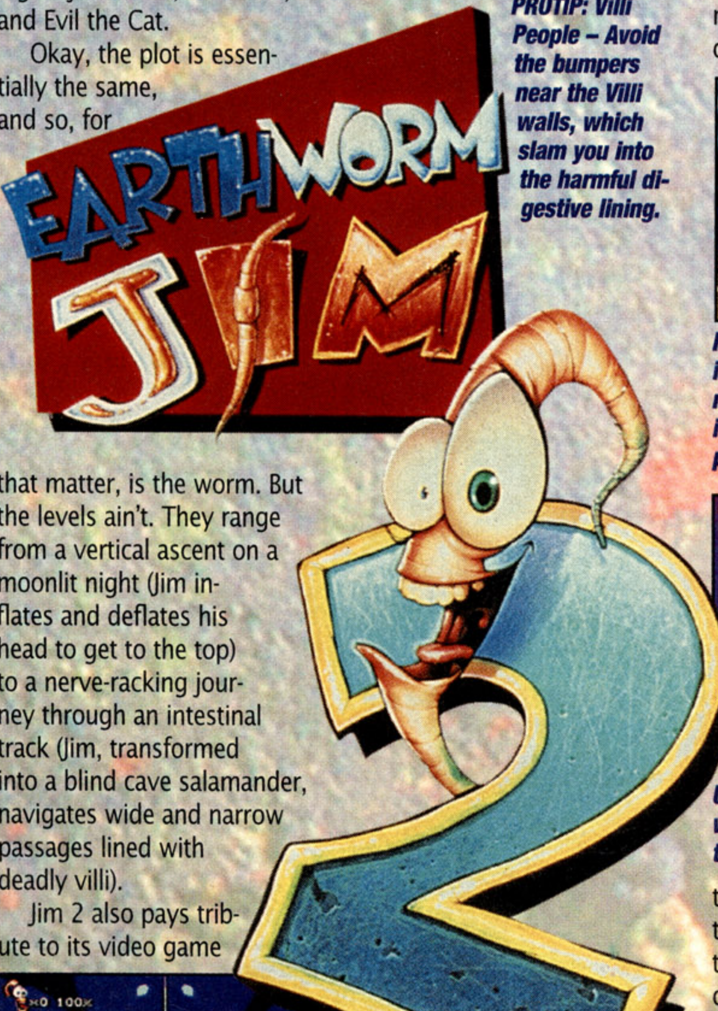
$69.99
24 megs
Available November
1 player

Multiple views
Multiscrolling
Passwords

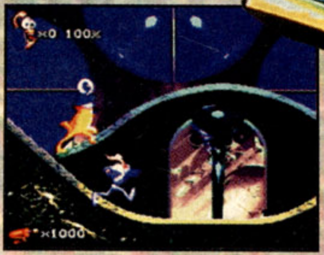
Okay, the plot is essentially the same, and so, for that matter, is the worm. But the levels ain't. They range from a vertical ascent on a moonlit night (Jim inflates and deflates his head to get to the top) to a nerve-racking journey through an intestinal track (Jim, transformed into a blind cave salamander, navigates wide and narrow passages lined with deadly villi).



PROTIP: Villi People – Avoid the bumpers near the Villi walls, which slam you into the harmful digestive lining.

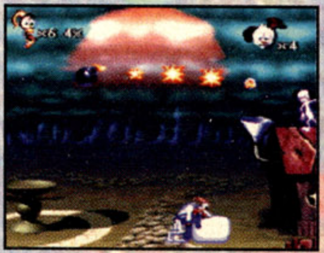


Jim 2 also pays tribute to its video game heritage with a Pong-like game and a ¾-overhead-view shooter stage that recalls the arcade classic Zaxxon. Tired of standard level exits? Wait until the end of the ISO 9000 stage, where the exit door runs all over the screen.

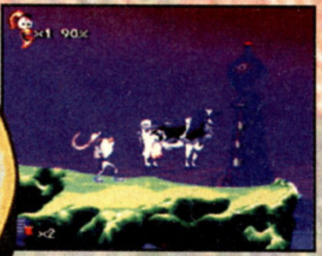


PROTIP: See Jim Run. Run, Jim, Run – Use Jim's whip to slow down Psy-Crow.

Every two levels or so, Jim enters a bonus stage called Puppy Love, which replaces the rocket ride from the previous game. Armed with a large marshmallow, Jim must frantically scramble back and forth to safely bounce a series of little puppies to the right side of the screen. If five puppies splat on the ground, Peter will get very angry, and we know what he does when that happens.



PROTIP: Puppy Love – The bomb is the most important thing – make sure it gets to Peter, even if you must drop one of Peter's perky puppy pals.

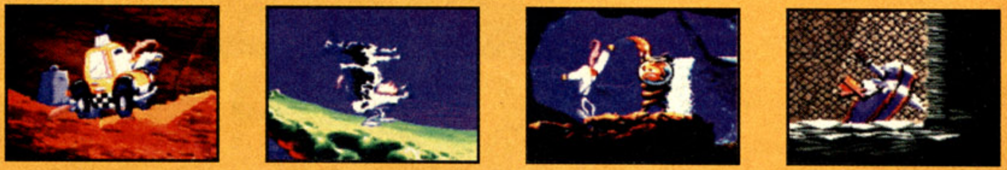


PROTIP: Udderly Abducted – If a UFO grabs one of your cows, whip the force field encircling the cow in order to free it.

Graphic Action

Of course, Jim wouldn't have such a unique personality if not for the superb graphics. An improvement over the original, Jim 2 looks just like a

The Many Faces of Jim

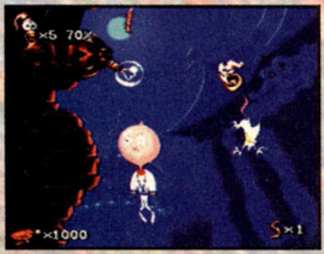


cartoon with colorful multi-scrolling backgrounds and detailed foregrounds.

Special touches include an electric chair and an iron maiden that provide a few laughs when Jim comes into contact with them, and his trembling legs when he carries heavy cows, pigs, and mouse cages to safety.

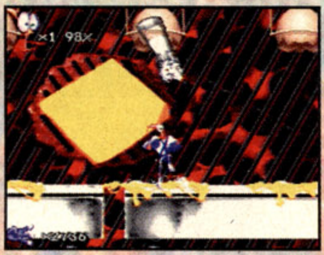
Great Tunes, Control

Jim 2 uses several borrowed tunes with excellent results. Classical pieces like a Beethoven adagio make compellingly offbeat accompaniments to stages like Villi People.



PROTIP: Inflated Head – Avoid dangerous enemies by hitting the lightbulbs. Although this damages you some, you will become momentarily invincible and your balloon won't pop.

The game is also filled to the hilt with hilarious sound effects: Jim's yelps and screams, whimpering puppies, and mooing cows are just a few of the sounds that punctuate the audio track.

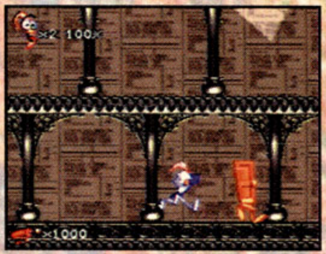


PROTIP: Level Ate – At the grill, shoot the eggs suspended overhead. You can stand on the frying yolk without being injured.

Controlling Jim is a snap. His move scheme is basically the same as in the first game with the addition of two new talents: Jim can briefly block attacks, and he can use his friend Snott (who travels in Jim's backpack) to grab onto sticky ceilings so Jim can cross dangerous gaps. With Snott in tow, Jim can reach 1-ups and goodies that would otherwise be unattainable.

Dirt-Cheap Bosses

While the levels are huge and challenging, not to mention loaded with hidden areas and items, the bosses, sadly, are not. Most of the end-level baddies take only a few hits to kill (the giant larva on a unicycle at the end of Lorenzo's Soil, for example). It's almost as if the programmers wiped themselves out creating the levels and added the bosses as an afterthought.

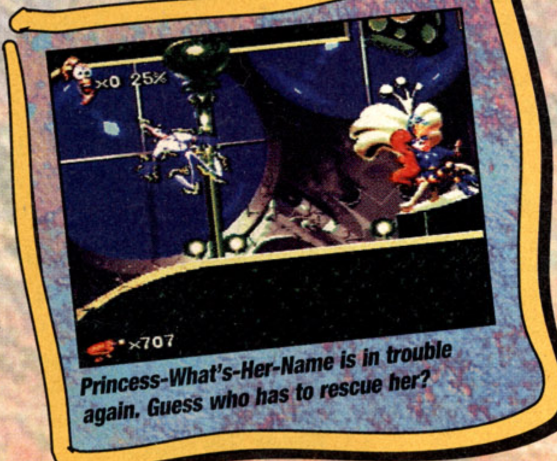


PROTIP: ISO 9000 – At the end of the stage, don't bother chasing the door around; just pick up the piano at the entrance and hurl it at the exit.

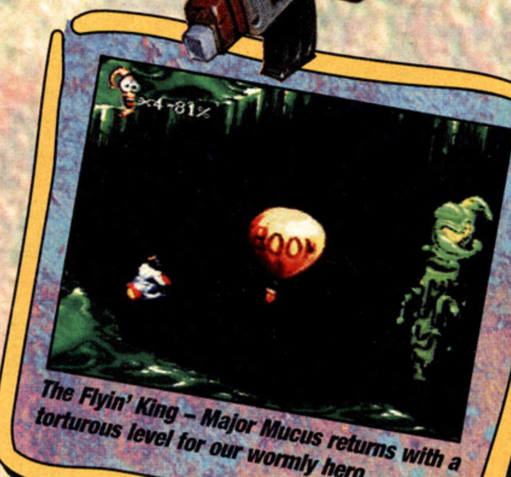
Top-Grade Bait

The first game being what it was, the expectations for the Earthworm Jim sequel were enormous. Jim 2 meets – if not surpasses – all of them.

If Jim 2 has a flaw, it's that the game is so much fun in the initial play-through that the second and third times around pale horribly in comparison. But that's an extremely minor criticism. From gameplay to graphics, Shiny has released another first-rate can of worms.

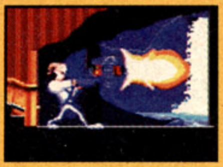


Princess-What's-Her-Name is in trouble again. Guess who has to rescue her?

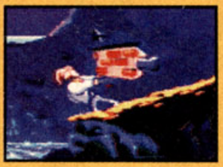


The Flyin' King – Major Mucus returns with a torturous level for our wormly hero.

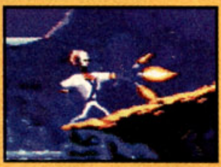
New Guns!



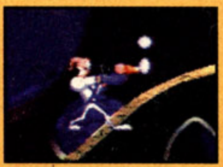
Mega Plasma



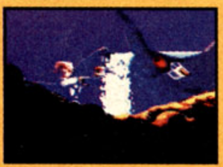
Barn Blaster



3-Finger Gun



Bubble Gun

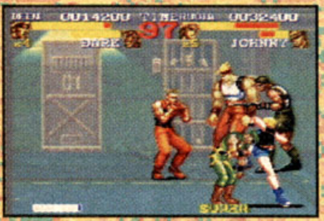


Homing Missile

Final Fight 3

By The Axe Grinder

The fight goes on...and on and on. Although Final Fight 3 has more characters and moves than its precursors, the gameplay quickly feels routine.

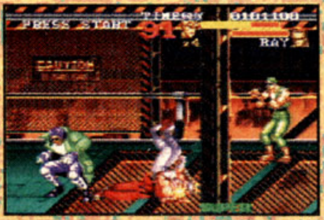


PROTIP: Lucia's tricky super move can leave you facing the wrong direction. Avoid this foul-up by holding the Freeze button while executing the motion.

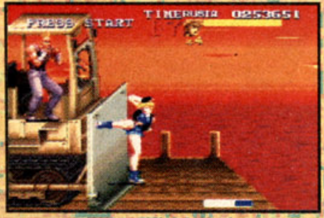
Haggar-ed Gameplay

Final Fight, the original side-scrolling beat-em-up, spawned several imitators, some disappointing (Rival Turf), others outstanding (The Ninja Warriors).

The third installment in the series falls between the two extremes. It adds some cool options (like a two-player game in which the computer controls the second player) and special moves, but the gameplay is deadeningly simple. Move, stop, beat up thugs. Move, stop, beat up thugs. Grab the power-up...You get the idea.



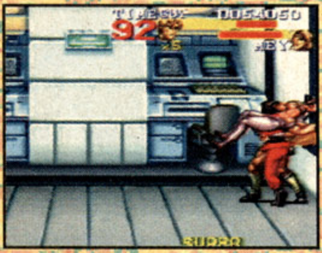
PROTIP: Throw other thugs at Stray in the factory. Always, always keep your distance.



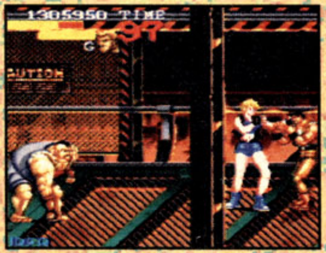
PROTIP: In the bulldozer bonus stage, hit the creep on the vehicle as fast as you can to collect the maximum points.

FF 3 breaks new ground in its nonlinear narrative (think of The Peace Keepers). You pick your path at various forks, so it's impossible to visit every stage in a single play-through.

You choose from four characters: veterans Guy and Haggar and newcomers Lucia and Dean. The rookies are a mixed pair: Lucia is quick and packs an awesome Rising Knee Attack, but Dean's moves are sluggish and awkward. As for enemies, the latest menace to civilization is the Skull Cross Gang, which consists of your basic street slimes.



PROTIP: Throw the goons into a corner and pound away at them. They can't escape.

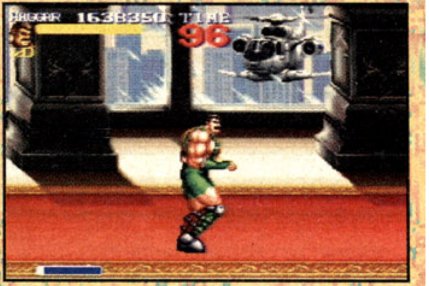


PROTIP: When the fat guys charge you, throw an enemy at them.

The bosses aren't much more interesting. You could easily mistake them for the other thugs, except that the bosses are bigger and wield cheesier attacks. You can defeat most of them with attack-and-retreat tactics.

FF FX

Of all the brawlers in the series, this one looks the best: The characters have more detail, and the game includes nice graphical effects like windows and street signs that break on impact. The music is nothing special, but provides a good accompaniment to the action.



The telltale chopper on the last level signals the final fight.

The generally simple controls feature Dragon Punch and fireball motions for special moves. You can execute slightly more complicated Super Special moves when the Super meter flashes. None of the characters can block, so it's hit or be hit.

Final Verdict

FF 3 isn't a bad game, and it adds some innovative features. But you'll quickly tire of battling wave after wave of the same enemies that you smashed to a pulp two screens ago. Maybe a more exciting fight lies ahead.

Super NES Game ProFile

Final Fight 3

(By Capcom)

The latest installment in the classic series throws in special moves, nonlinear gameplay, and innovative techniques, but tedious beat-em-up gameplay ultimately drags it down.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	3.0	ADJ. Adjustable

Price not available	2 players
24 megs	10 stages
Available now	Side view
Action/adventure	Multiscrolling

The Final Fighters

The Veterans

Haggar

Guy

The Newcomers

Lucia

Dean

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Super NES

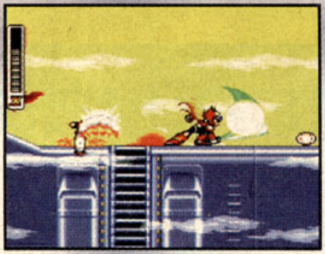
By Major Mike

Mega Man fans who were put off by the cutesy Mega Man VII can breathe a sigh of relief with Mega Man X3. This cart won't win any awards for gameplay innovation, but it's still a worthy installment in the 16-bit series.

More Than Zero

As with the previous Mega Man X games, maverick Reploids are the enemy. This time the superintelligent Doppler leads them, replacing Sigma as the king bad guy.

The most noteworthy option is the ability to play as Mega Man's colleague, Zero. While Zero's abilities resemble his friend's, he's still a good alternative for those weary of playing the little blue bomber. Zero's awesome three-stage charge attack complements excellent jumping abilities. Could a solo Zero game be waiting in the wings?



PROTIP: You can deploy Zero's charge power incrementally. After he is fully charged, tap the Attack button once for a powered shot, again for another powered shot, and a third time to use his trusty katana.

Super NES Game ProFile
Mega Man X3
(By Capcom)

NOT YET RATED

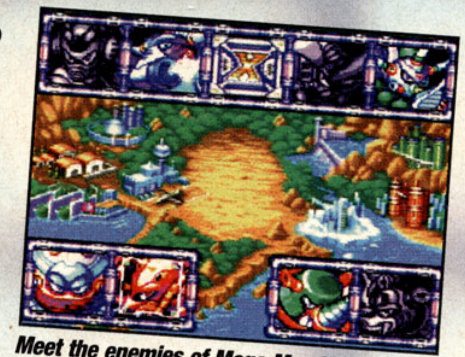
Has Mega Man run out of gas? Hardly. Mega Man X3 may look familiar, but it packs plenty of surprises for even the most fanatical fan.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	ADJ. Adjustable

Price not available
16 megs
Available now
Action/adventure

1 player
13 stages
Side view
Multiscrolling

X3 contains all the elements that give the series its personality: versatile power-ups, hidden areas, cool bosses, and multiple weapons. In addition to the usual enhancements for Mega Man, a new superenhancement can power up one of his weapon systems. Additionally, hidden stages await investigative gamers, and new limits on the energy power-ups increase the difficulty.



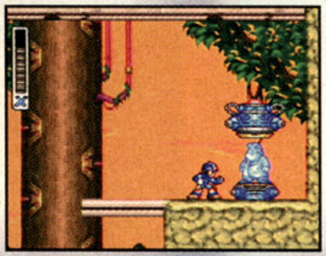
Meet the enemies of Mega Man X3.

Mega Man is endowed with excellent controls. He flawlessly dashes, jumps, and blasts his way through the huge stages.

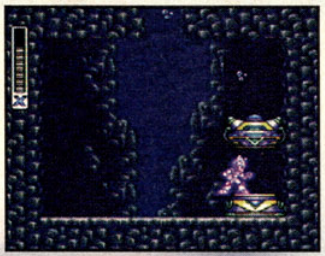
Same Look, Better Effects

While the game looks similar to the prequels, some of the new visual effects have more pop. Several weapons, like Mega Man's superpowered shot, will impress even veterans of the series, as will the various bosses the hero confronts. A few of the more incredible visuals come courtesy of Capcom's C4 chip: The attacking holograms and some of the cinemas will blow you away. The trade-off is some slowdown when the screen gets busy.

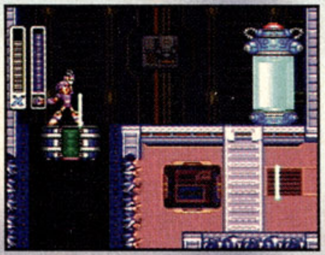
The sound is solid, if not exactly revolutionary. The rockin' tunes are enjoyable to listen to in their own right; the sound effects, though, are mostly holdovers from previous episodes.



PROTIP: Dr. Light can superenhance only one of Mega Man's weapon systems.



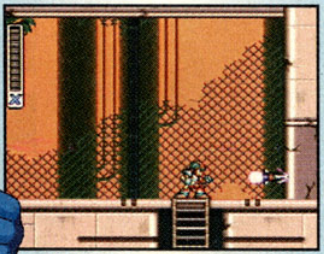
PROTIP: Stock up on reserve energy before going into this hidden level.



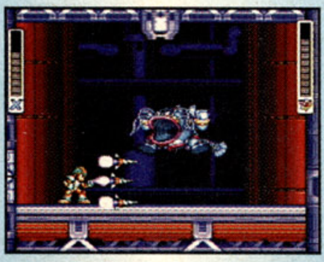
PROTIP: Use powered-up special weapons to reach otherwise inaccessible areas.

Third Time's a Charm

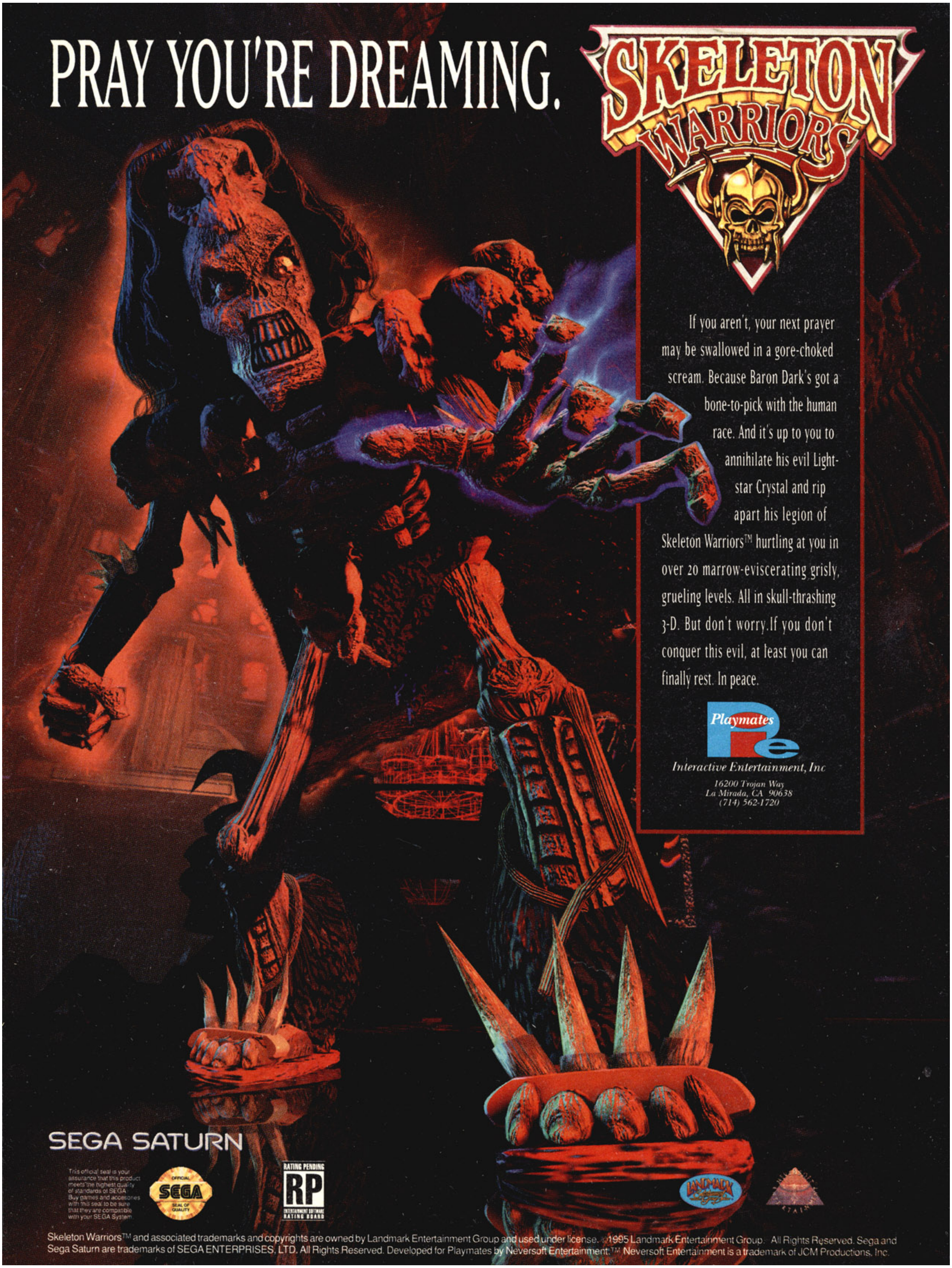
Mega Man X3 covers extremely familiar territory, but the game still manages to provide surprises and some clever elements in the gameplay and graphics. It may be routine for experienced players, but anyone who hasn't played a 16-bit game in this series will discover Mega magic. G



PROTIP: The drill is one of the most powerful weapons. It not only smashes through ice and walls to reveal hidden passages...



...but it also destroys the Volt Catfish in short order.


PRAY YOU'RE DREAMING.
SKELETON WARRIORS
SEGA SATURN
OFFICIAL SEGA SEAL OF QUALITY
RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATING BOARD
LANDMARK

If you aren't, your next prayer may be swallowed in a gore-choked scream. Because Baron Dark's got a bone-to-pick with the human race. And it's up to you to annihilate his evil Light-star Crystal and rip apart his legion of Skeleton Warriors™ hurtling at you in over 20 marrow-eviscerating grisly, grueling levels. All in skull-thrashing 3-D. But don't worry. If you don't conquer this evil, at least you can finally rest. In peace.

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PROREVIEW

Super NES

By Doctor Zombie

Spawn is the hottest-selling comic-book series since the X-Men. Although the SNES game is true to its origins, the linear gameplay makes for run-of-the-mill action.

Night of the Living Dead

As Spawn, you strike a deal with an evil force, Malebolgia, in order to acquire the powers that will help you save your kidnapped family. You receive more than 24 basic fighting moves and 8 superpower attacks, such as fireballs and teleport moves. Four deep stages lie between you and the final confrontation with Malebolgia.

Playing solo in this side scroller, you face unending waves of goons and thugs, plus tough bosses straight from the comic, including Angela and Violator. Additional obstacles include a tight time schedule and a limited life bar. The action is nonstop and very challenging – fortunately there's a password feature.

Unfortunately, Spawn's gameplay is all action and little else. It offers no hidden levels, secret objects, or power-ups amid the relentless fighting. Many of the ruffians make repeat performances on every level, as do some of the bosses. It's a kick to see Spawn kicking tail, but the linear action quickly becomes monotonous.

Although Spawn has a substantial repertoire of easy-to-control fighting moves, his super moves are a bit thin. Most of them require some manual gymnastics with Street Fighter II–like control-pad rotations.

Under the Hood

Spawn's highlights are its graphics and animation. The game's artists successfully captured the dark, brooding atmosphere of the comic, especially in the backgrounds. All the characters are well rendered with plenty of detail, and they move smoothly.

Spawn himself is an impressive sight with his trademark cape billowing and coiling around his body. The sound effects, on the other hand, are merely adequate.

Spawn Spurned

Although pretty to look at, Spawn doesn't offer anything new to the action/adventure genre. Spawn scores a direct hit with fans of the comic book, but veteran gamers will most likely be disappointed. **G**

Super NES Game ProFile

Spawn: The Video Game

(By Acclaim)

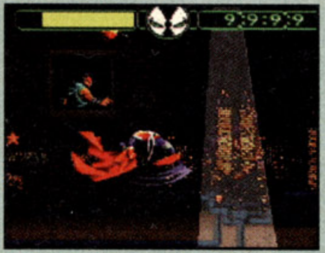
KIDS TO ADULTS K-A AGES 6+

Faithful to its comic-book source, Spawn is a pleasure to behold but rather dull to play. It's a must-have for fans of the comic series only.

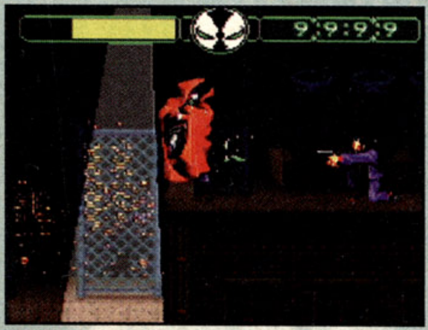
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	3.5	3.5	3.5	Advanced

$79.95
24 megs
Available now
Action/adventure

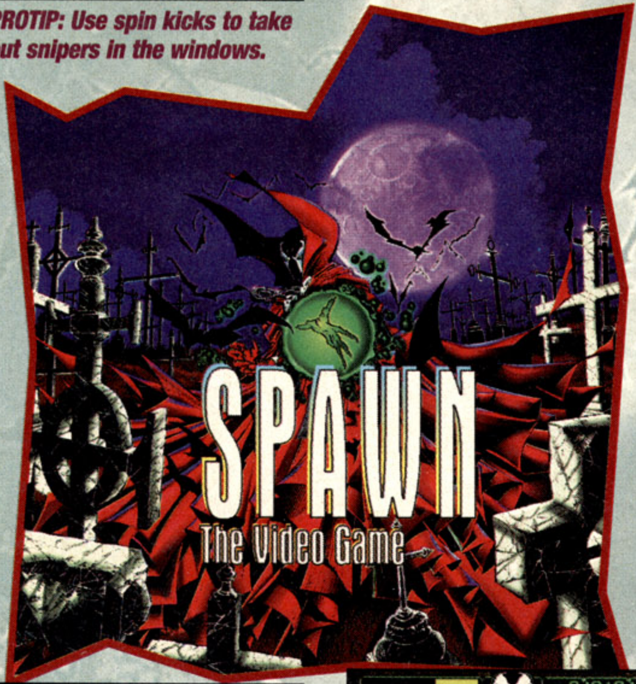
1 player
4 stages
Side scrolling
Passwords

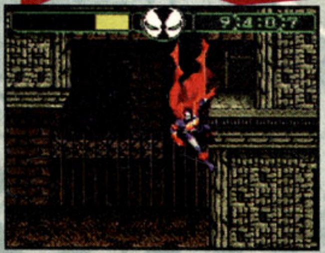


PROTIP: Use spin kicks to take out snipers in the windows.

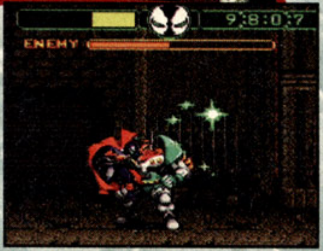


PROTIP: Everytime your cape deflects a hit, your life bar shrinks. Try dodging opponents and projectiles instead.

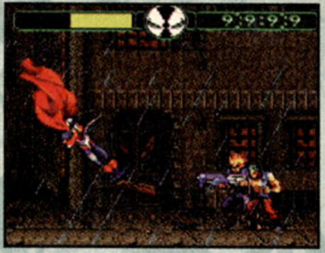




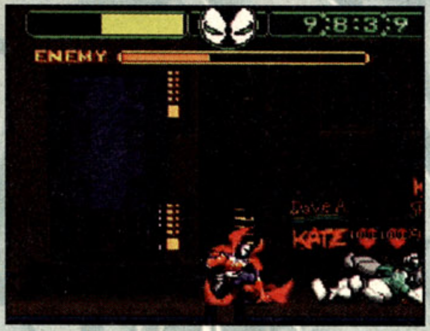
PROTIP: Repeatedly bounce off the sides of walls to propel yourself up. Button B makes the cape slow your fall.



PROTIP: Although the Tinkerbell attack looks good, it's not all that powerful. Deploy it against ordinary foes, not bosses.



PROTIP: Use a flying side kick to attack enemies that shoot at you. They normally keep their distance, so you have to take the battle to them.



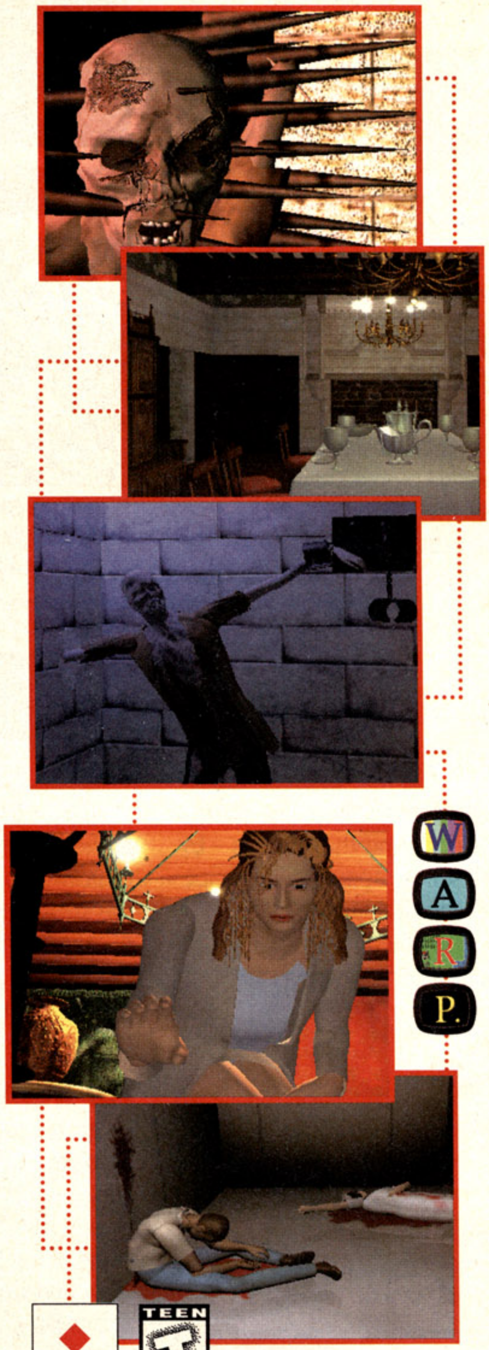
PROTIP: The sliding attack is Spawn's best move. It keeps him beneath harm's reach and propels him quickly across the screen.

"THE LUCKY

ONES ARE DEAD."

An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."



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Panasonic
Software Company

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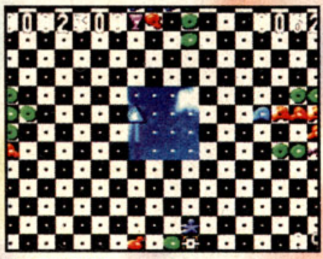
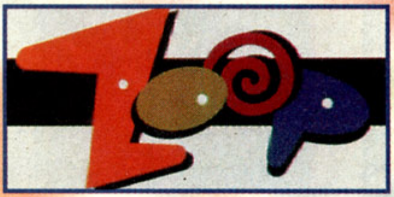
By The Axe Grinder

It's enjoyable and challenging, sure, but Zoop fails to distinguish itself in the crowded field of puzzlers. It just won't hook you the way Tetris did.

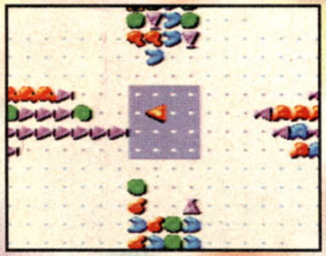
Duck Zoop



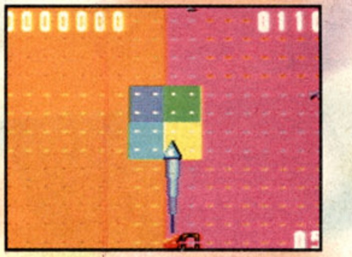
PROTIP: Keep a sharp eye on some boards – shapes can blend in with the background colors.



The objective of Zoop is simple: Protect your center square from an onslaught of differently colored shapes that slowly advance from all four directions. You clear out shapes of your own color by shooting at them; you change colors – and thus targets – by hitting an approaching shape of another color.



PROTIP: Let several shapes of the same color line up in a row, then shoot them for big points.



PROTIP: Repeatedly shoot shapes that start a new row to cycle through the colors until you find the color you need.

As you might expect, the shapes approach faster in the higher levels. An assortment of power-ups helps you out as the speed increases. One complication: The generally accurate control pad tends to slip a little when you move around too quickly.

Far from Zooper

Zoop has clean sounds and graphics, including some nice background effects, such as clouds, for the play areas. Some of the surfaces, like the black-and-white checkerboard, add to the challenge by occasionally camouflaging approaching pieces. The music is jazzy and upbeat; the modest sound effects consist of no-frills clinks and clanks when you fire and clear pieces from the board.

Zoop is likewise a little short on options. It features two modes of play but no continues or passwords. Confident gamers can, however, start the game as far ahead as Level 9.

All in all, Zoop's a respectable puzzler, but it lacks the addictive grip of top-grade games like Kirby's Avalanche and Tetris. What it does offer is simple, fun gameplay. G

Zoop by Viacom

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	4.0	3.5	Adjustable

$49.95
4 megs
Available now
Puzzle

1 player
ESRB rating: Kids to Adults

Super NES

MECHWARRIOR 305

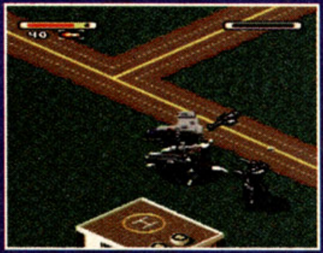
By Scary Larry

Jungle Strike meets Iron Soldier, and guess what? The result is kind of fun. The two-player variation adds a challenging twist.

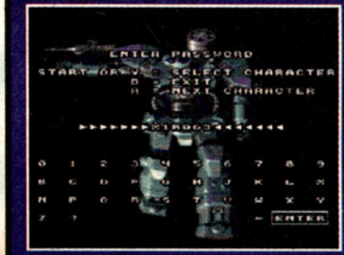
Rhodes Warrior

MechWarrior 3050 is a thinking gamer's destruction derby. Strategy, patience, and accurate shooting are the minimum requirements. You pilot a mech: a mammoth, walking, gun-toting tank.

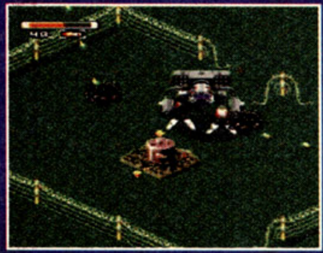
You start each level by selecting your weapons, then complete mission objectives like destroying enemy hangars and attacking an enemy base. Many of the missions are long, complex, and riddled with hazards – this game is no walk in the park.



PROTIP: If you receive an enemy-mech signal when you're burning up, hightail it out of the area.



PROTIP: Skip the first stage with this password: 65C816



PROTIP: Leave coolant where you find it unless you really need it. You can always retrieve it later.

The two-player option is a little unsettling at first. One player guides the gun turret while another walks the mech. If the two players aren't in perfect synch, there'll be lots of bad mech blood between them.

Mech Strike

The graphics are small and undetailed, much like those in Jungle Strike. Your enemies, which include hostile mechs and tiny bazooka-wielding soldiers, advance and fire with slow, choppy animation.

The sounds are decent but extremely limited, ranging from basic gunfire to basic explosions. That's about it. Having mission control scream in your ear would be preferable to virtual silence.

MechWarrior 3050 is just the thing for Jungle Strike fans. And if you're looking for something more challenging than a droid sortie, the two-player mode will definitely singe your armor. G

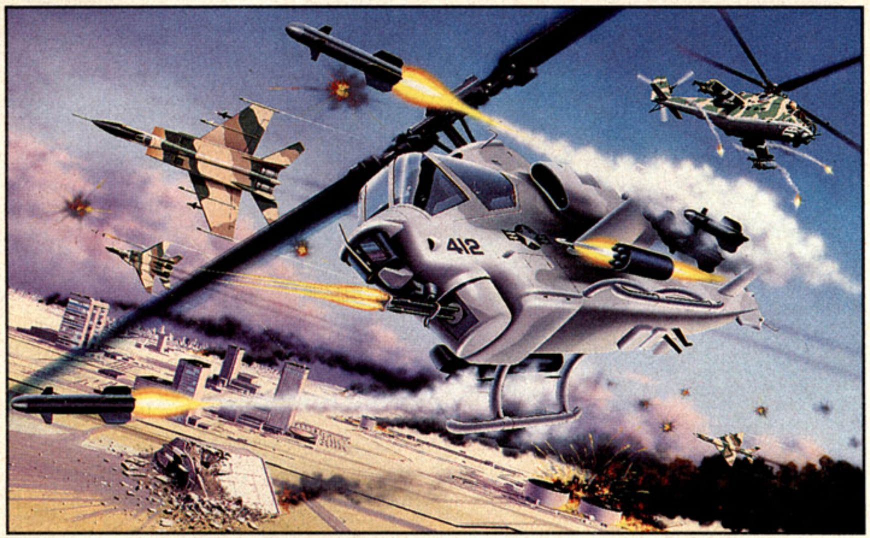
MechWarrior 3050 by Activision

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	Adjustable

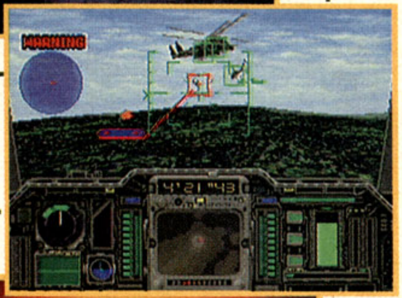
$64.95
12 megs
Available now
Action/adventure
2 players

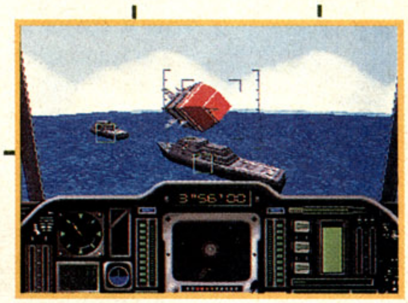
Multiscrolling
¾-overhead view
Passwords
ESRB rating: Kids to Adults

"I'M GONNA FORCE FEED



THESE CLOWNS A FEW TASTY MISSILES."





3DO

TEEN T AGES 13+

An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

SCRAMBLE COBRA

REAL 3DO ZONE

"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out." ■

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Software Company

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By Scary Larry

Los Angeles. 1997. A mass murder has taken place in a hospital some distance away from downtown.

The criminal is one Richter Harris. He is one of America's best-known doctors...a quiet and studious man...who is director of the hospital.

Transformed into a mass murderer, Richter has seized a large number of hostages and barricaded himself in the hospital where the police cannot reach him.

His daughter Laura hears the news at school in San Francisco. Immediately she drives to Los Angeles to find out what has made her father a murderer.

Reaching the scene of the tragedy, she prepares to enter the hospital.

3DO Game ProFile

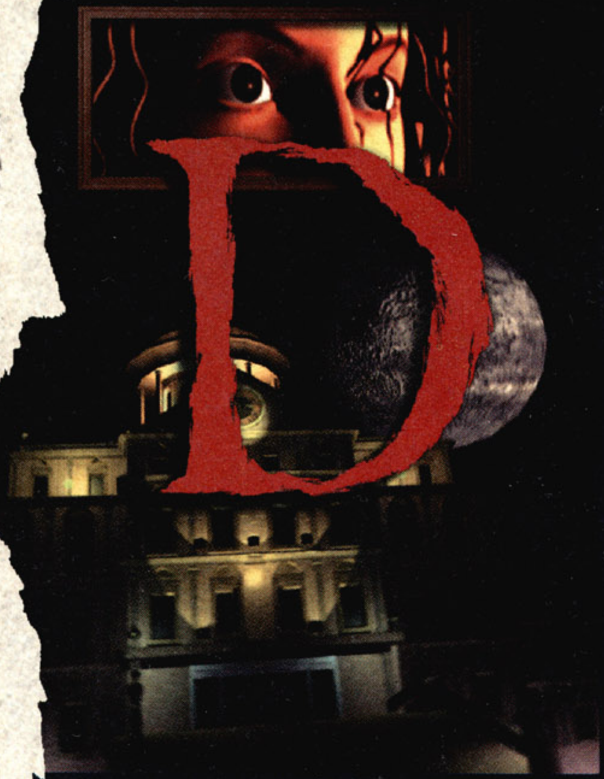
D

(By Panasonic Software)

A nasty, scary, well-thought-out game on the 3DO? You bet. D is a great game with a good story and knockout graphics. But it's not for everyone.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	4.5	INT. Intermediate

$69.95	Interactive adventure
2 CDs	1 player
Available now	Multiple views



Lifestyles of the Rich and Heinous

With the gameplay mechanics of The 7th Guest, Myst-like puzzles, and fantastic rendered graphics, D is the best interactive adventure for the 3DO in a while. But what makes D stand out are great cinematics and a very engaging story line.

As in Mansion of Hidden Souls, you uncover clues and unlock doors, find more clues, and proceed. The puzzles range from simple (remembering the order of animals on a carousel) to complex (knowing the symbols for the signs of the zodiac). You won't even need a manual to work with the easy controls.

Laura starts out with nothing except a clock and a compact. The clock counts down the remaining time, and the compact will yield three clues (if you're stumped) before it self-destructs. But Laura will find other objects and interact with her surroundings to uncover the mystery that is her father...and she'll learn a little about herself in the process.

Inner View with A Vampire

The graphics in the game are fantastic and genuinely frightening. The camera angles change suddenly, and you'll find yourself face-to-face with spiked walls, vengeful knights, and maybe even a few rotting corpses. This game truly gives you the feeling that you're playing a movie, not a game.

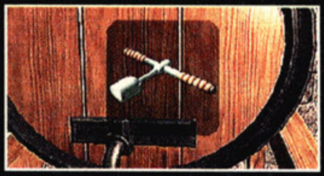
The sounds are equally great. Moody, creepy, and symphonic, the music enhances the game with a gothic flavor. Sound effects, like Laura's shoes clicking on the pavement or things going bump in the night, are all crystal clear.

Fangs for the Memories

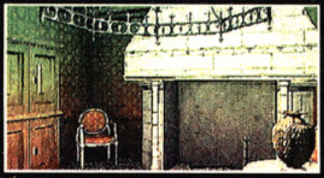
The only drawback of this game (and games like it) is that you'll be disappointed when you're done, and this one is easier to finish than most. But there are multiple endings, so the replay value is slight (in games like Myst, replay is nonexistent). D is a puzzle solver's fantasy, a frightening work of art. Just don't play it alone.

Don't Look Now...

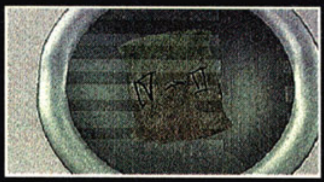
Tips for the Clueless



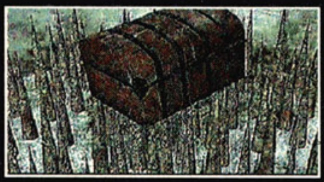
PROTIP: Whenever you're stuck, scroll through each of your items to see if they'll help you.



PROTIP: Whenever you enter a room, turn around when Laura stops. This is the only way you can approach certain areas, like the fireplace in the upstairs bedroom.

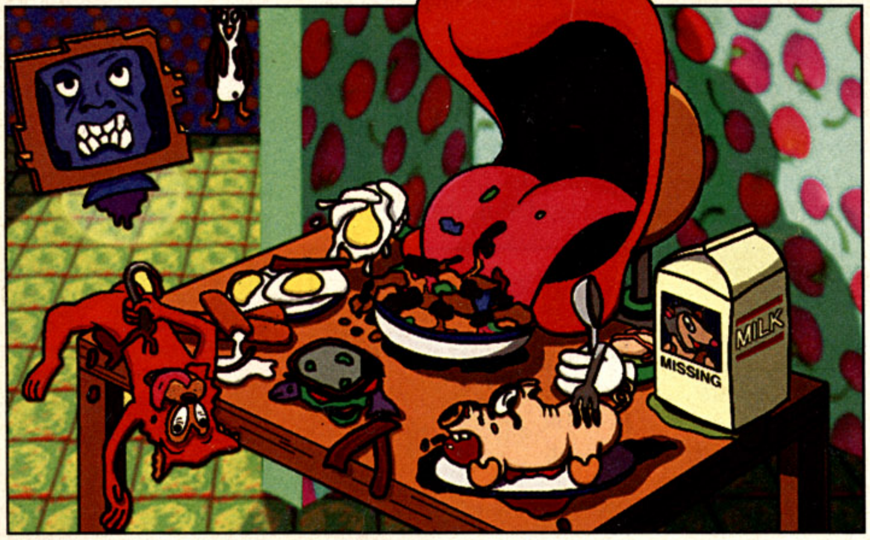


PROTIP: Where have you seen these numbers before? Get it off your chest.



PROTIP: This chest would be much easier to reach if it were floating....

"GROSS, NASTY, DISGUSTING,

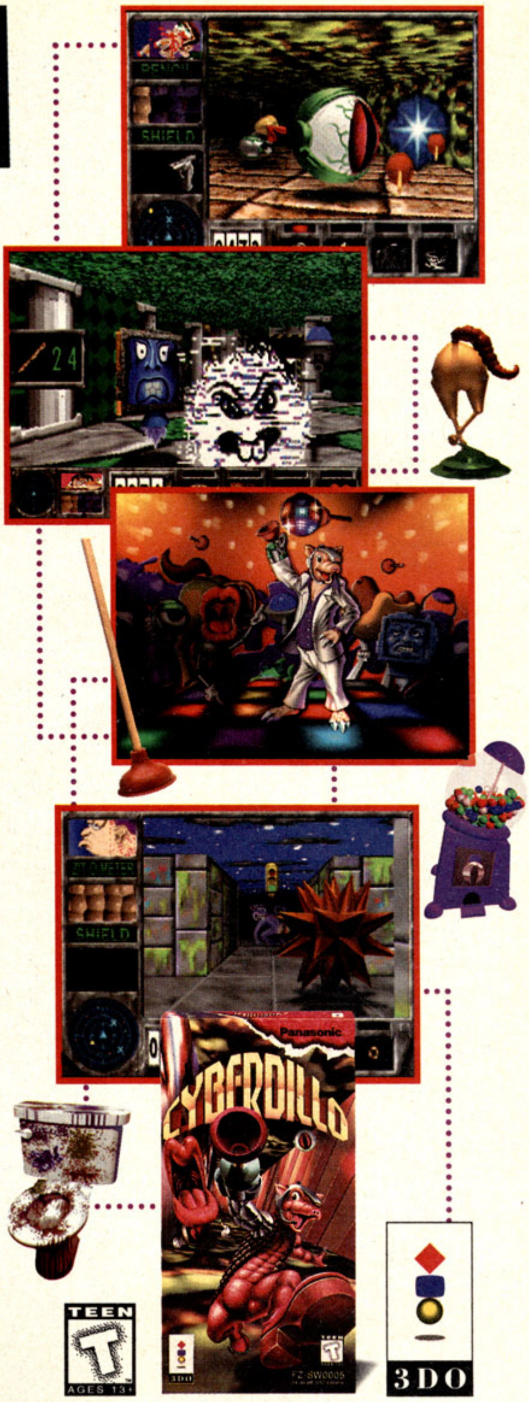


SICKENING AND SLIMY. I LOVE IT!"

An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA

CYBERDILLO

"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later."



R·E·A·L
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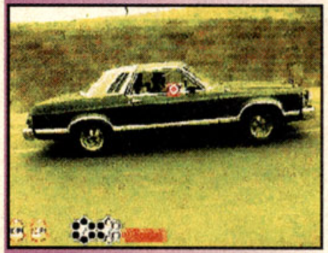
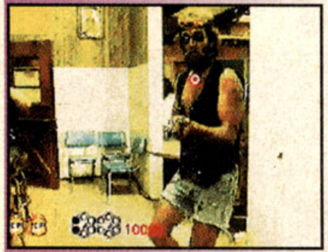
Crime Patrol 2: Drug Wars

By Air Hendrix

ALG's corny yet oddly amusing full-motion-video shooters continue with Drug Wars. This Lethal Enforcers–style game sends you after a drug cartel on a trail that runs from Chicago to South America.



PROTIP: When chasing cars, constantly pepper the windows with shots.



PROTIP: Shoot enemies several times to ensure a solid hit.

You face screeching car chases and beach houses packed with gunmen, all portrayed in grainy, slightly choppy video – and with cheesy B-movie acting. The hokey dialogue's clear as a bell, but the shooting effects lack realism. Controlwise, both the lightgun and control pad respond with infuriating inaccuracy that unfairly ups the challenge.

If you chuckle through low-budget cop flicks, blasting through these cornball scenes might plaster a goofy grin on your face. Just rent it, though.

Crime Patrol 2: Drug Wars by American Laser Games

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	2.5	3.0	ADJ. Adjustable

$64.95
CD
Available now
Shooter
2 players

4 levels
First-person view
Not rated by the ESRB
3DO rating: 17

MAZER

By The Outlaw

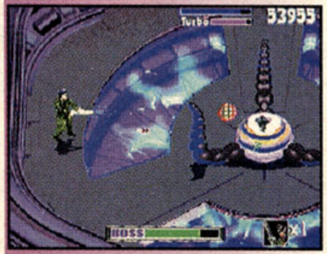
Mazer is a frustratingly addictive game that alternately makes you want to cheer in triumph and stomp your 3DO to pieces.

Aliens have invaded Earth and enslaved the population. Playing as one of four rebels, you must fight through 16 levels to liberate the planet.

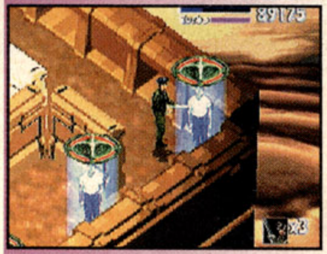
Decent controls allow you to run through each level quickly. Occasionally, however, you get stuck between items, and become easy target prey.

The digitized graphics generally look good, but the scenes of the bosses blowing up are ridiculous. After intriguing opening voice clips, the sound does little to draw you in.

While hardly amazing, Mazer has its moments. It'll satisfy most 3DO owners who've been thirsting for a little action.



PROTIP: Press the Turbo button when firing your weapon for increased damage to the aliens.



PROTIP: Rescue all the hostages and collect bonus points.

Mazer by American Laser Games

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT. Intermediate

$64.95
Available now
16 levels
2 players
¾-overhead view

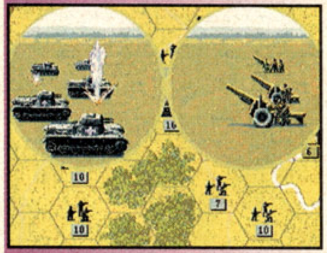
16 levels
Not rated by the ESRB
3DO rating: Under 12

Panzer General

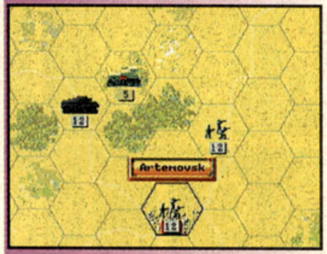
By Sir Garnabus

Panzer General is your basic strategy game: a scheme to conquer the world, lots of planning, and innumerable tedious movements.

The PC-to-3DO translation is decent, but, as with other war strategy games, you have to be more into thinking than playing. The graphics are minimal and repetitious; the mission backgrounds vary, but the same battle scenes crop up in every single fight.



PROTIP: Blow away enemy artillery before you attack cities.



PROTIP: Keep some troops at conquered cities. The previous occupants may return.

The sound is equally second-rate. The score consists of the same ten bars of classical music repeated over and over until you want to scream. As for control, it's merely satisfactory.

Overall, Panzer General is nothing you couldn't find – and probably enjoy more – in a good board game.

Panzer General by SSI

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	ADJ. Adjustable

Price not available
CD
Available now
Strategy
1 player

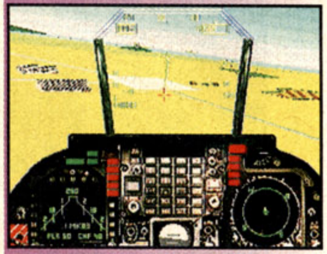
Map view
Multiscrolling
Not rated by the ESRB

Flying Nightmares

By Frequent Flier

Flying Nightmares looks and sounds like a flight-sim fanatic's dream come true – until you take over the controls.

This game is indeed a nightmare for infrequent fliers. The FunFactor depends on the energy you're willing to devote to mastering the sometimes-flighty controls.

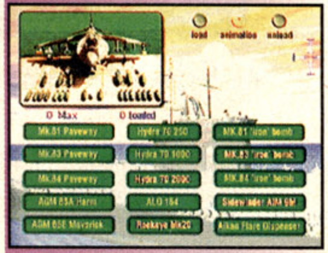


PROTIP: Use the autopilot to quickly find targets. When you're directly over the target, deactivate the autopilot.

At least the polygon visuals get tough. Among the highlights: excellent flyby views of targets, multiple around-the-aircraft looks, and awesome animations for the 15 weapons.

Like the graphics, the hard-rocking soundtrack kicks. The effects, though, are standard explosions and jet-engine drones.

If you're flying, you're dying. But if you want to be a 3DO ace, you really ought to face this nightmare.



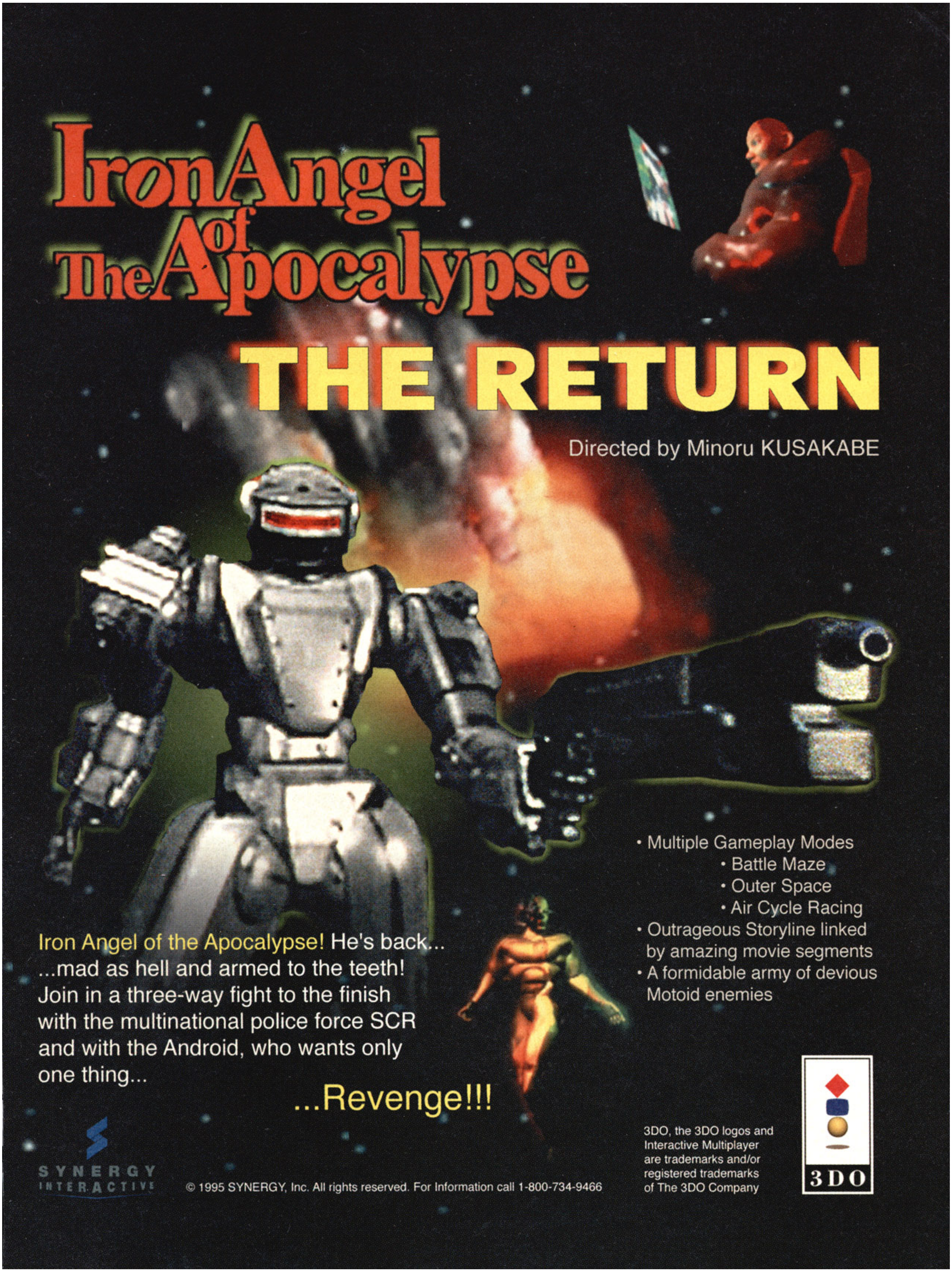
PROTIP: Study your weapons and customize payloads for maximum effectiveness.

Flying Nightmares by Domark

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.0	ADV. Advanced

$54.95
Available now
CD
1 player

36 missions
Save feature
Not rated by the ESRB
3DO rating: Under 12



Iron Angel of The Apocalypse

THE RETURN

Directed by Minoru KUSAKABE

- Multiple Gameplay Modes
  - Battle Maze
  - Outer Space
  - Air Cycle Racing
- Outrageous Storyline linked by amazing movie segments
- A formidable army of devious Motoid enemies

Iron Angel of the Apocalypse! He's back... ...mad as hell and armed to the teeth! Join in a three-way fight to the finish with the multinational police force SCR and with the Android, who wants only one thing...

...Revenge!!!

SYNERGY INTERACTIVE

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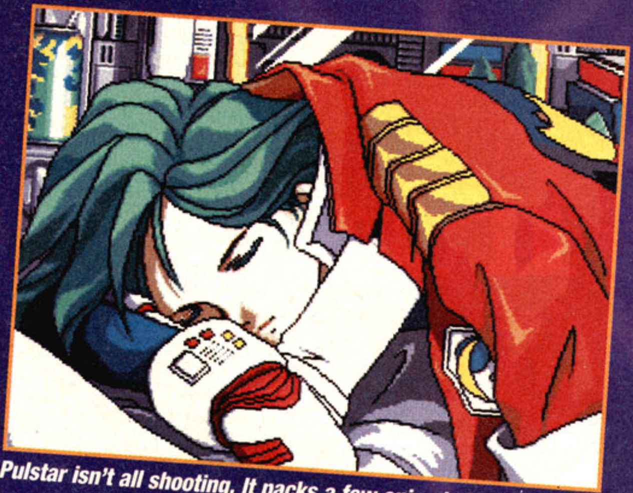
3DO



Pulstar isn't all shooting. It packs a few animated sequences, too.

PULSTAR

By Major Mike

While it isn't as fun as other Neo•Geo shooters like Alpha Mission 2 and Aero Fighters 2, Pulstar has a lot of potential – especially with its computer-rendered graphics and challenging gameplay.

Plot, What Plot?

Pulstar has no story; pure and simple, it's a side-scrolling blast-em-up loaded with the usual power-ups, weapons, and everything else you'd expect to find in a shooter – except a two-player option, that is.

The challenge is a monster. Enemies swarm at every turn, and if your ship takes one hit, you're knocked far back in the stage. You also lose any power-ups you obtained. Unmarked continue points at various places in the game, however, are your saving grace.

Awesome Visual Effects

The computer-rendered graphics don't really pop. Objects (especially your fighter) have excellent detail, but they tend to blend into the backgrounds. High points include spectacular bosses – check out the spinning turtle in the second stage – and plenty of colorful explosions and weapon discharges.

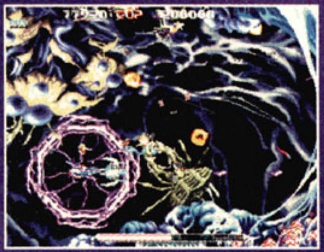
Pulstar has decent audio. Loud explosions and other calamitous sounds are expertly executed. The innocuous music never detracts from the action.

Although the game uses only two buttons, there's more to playing than rapidly tapping the Fire button. You must control your ship, for starters. And when you pick up the IO cannon power-up, you must aim it and lock it into position. The IO attaches to your ship and gives you extra firepower to cover your blind spots.

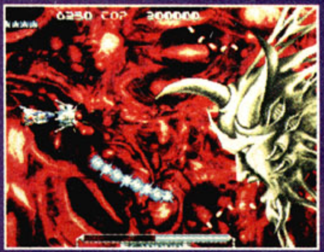
You can even vary your firepower: Either charge the Fire button by holding it down for a huge blast or tap it rapidly for short bursts of gunfire. Slowdown occurs when the screen is crowded, but this often works to your advantage when you need to slip out of hopeless situations.

Starry Eyed

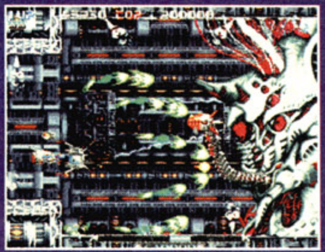
Pulstar is far from a perfect shooter, but its sharp graphics and difficult stages distinguish it. While it's not as arresting as ViewPoint, it is a good addition to a dwindling genre.



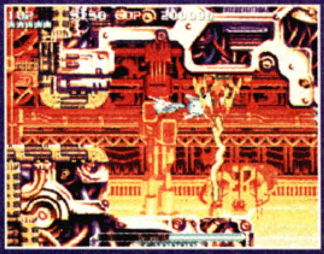
PROTIP: When you get the Break Laser power-up, tap the Fire button rapidly to generate a protective shield.



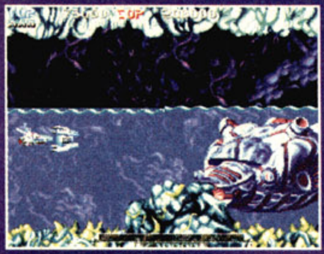
PROTIP: Inflict massive damage on the final boss by sticking your Voyager in its eye.



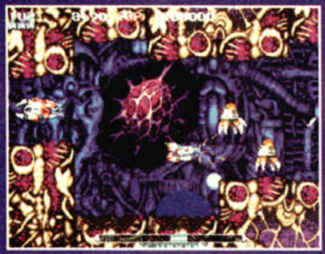
PROTIP: When facing the boss in Stage 1, destroy the dragon head first. This will make destroying the rest of the boss a snap.



PROTIP: Use your Voyager as a battering ram to destroy enemy installations.



The rendered bosses provide a special challenge at the end of the stages.



PROTIP: Don't hug the explosive-lined walls in Stage 6.

Neo•Geo Game ProFile

Pulstar

(By Aicom)

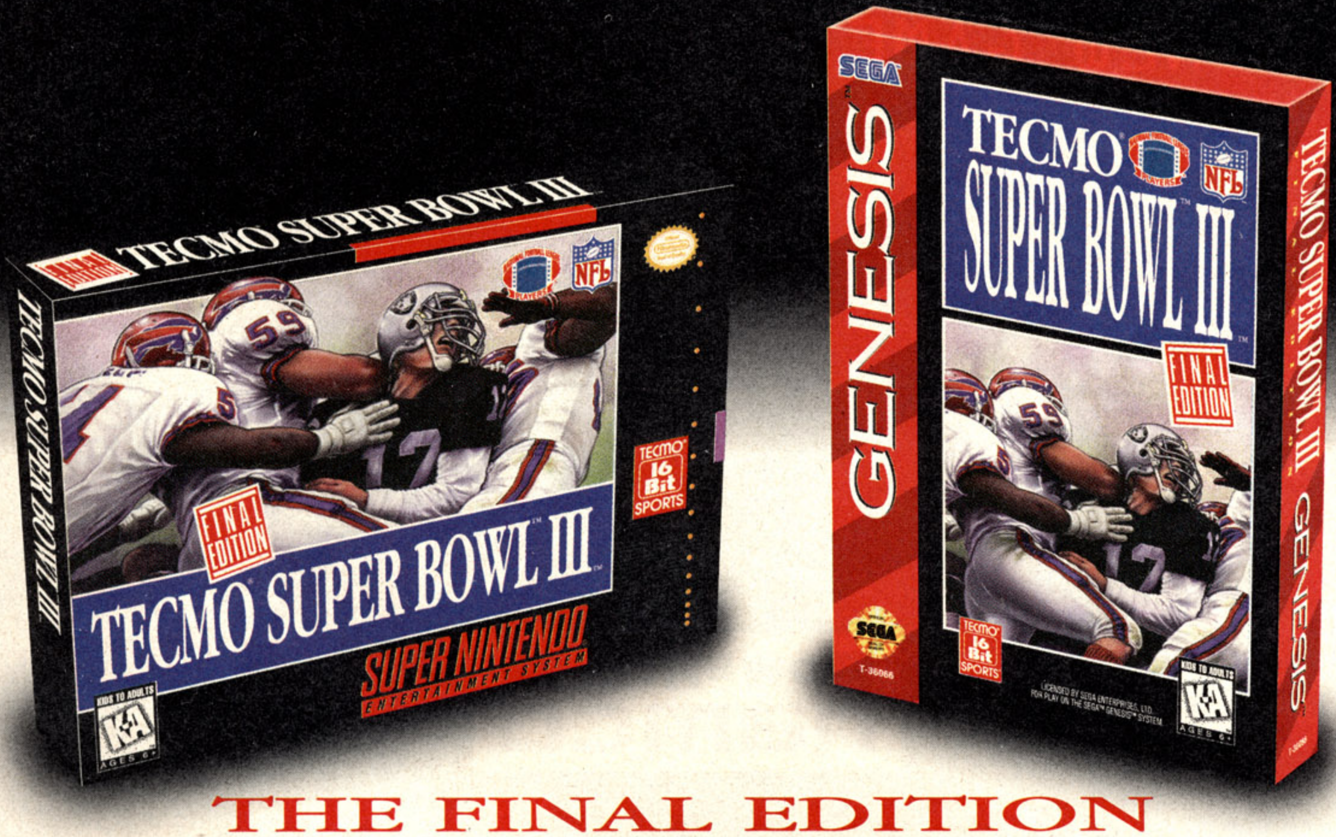
NOT RATED

An old theme gets a new look. Pulstar wins points for its innovative computer-rendered graphics, but at its heart, it's just a routine shooter.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

Price not available	Shooter
232 megs	1 player
Available now	Side scrolling

THE WORD IS OUT



THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, " . . . it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best *sports* game - to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams, Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can **create your own superstar!** Then watch him mature and improve over the season into the future. Awesome.

BUT, A WORD – OR WORDS – OF WARNING

Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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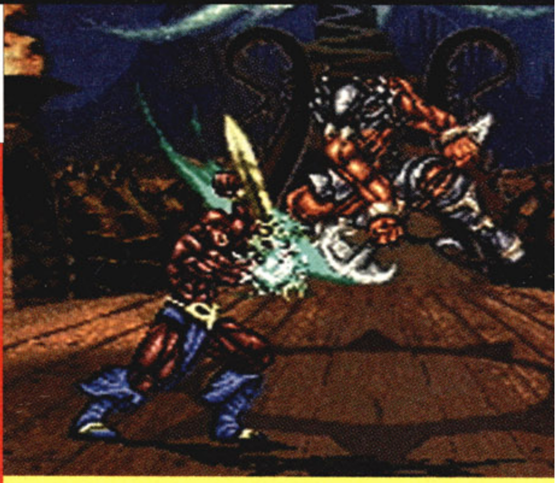
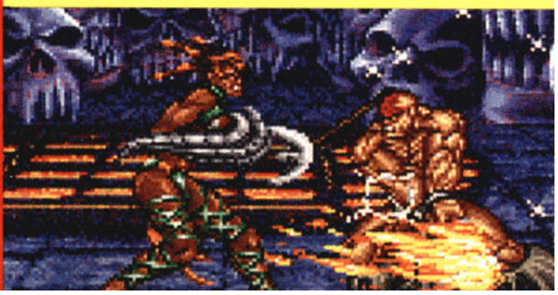


More deadly combos than a fast food restaurant.



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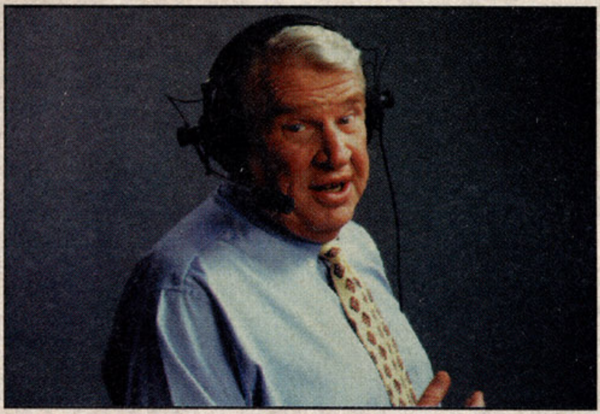
Madden SNES: Another Championship Season

Madden NFL '96

Super NES

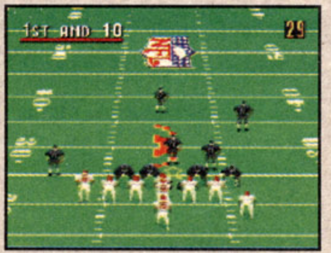
By Slo Mo



Madden NFL '96 solidifies its position as the top-ranked SNES football cart with a load of new features and upgrades. And it gets the nudge over its Genesis counterpart.

This year, all 30 NFL teams, including Jacksonville and Carolina, are present and accounted for, and there are 50 redesigned offensive and defensive plays. Additionally, Pat Summerall and Leslie Visser join the Madden broadcast team.

Madden powers into new territory with an excellent Front Office feature, which enables you to customize team rosters...from the ground up. Want Deion back, Niner fans? With the General Manager feature, you can try to make that blockbuster deal. Moreover, the Scouting Combine provides 13 drills, which you can use to build your own Deion clone.

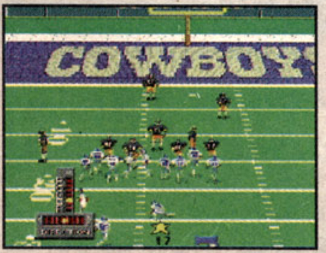


PROTIP: Some defensive formations create gaps in the offensive line that are perfect for blitzing linebackers. For example, try 4–3 Contain and blitz the middle linebacker through the center gap.

As far as games-within-a-sports-game go, the Combine's a blast. Unlike the Genesis cart, SNES Madden lets you use drills specific to each position you're trying to fill. For example, potential offensive linemen must perform pass blocking, and kickers must kick for distance and accuracy.

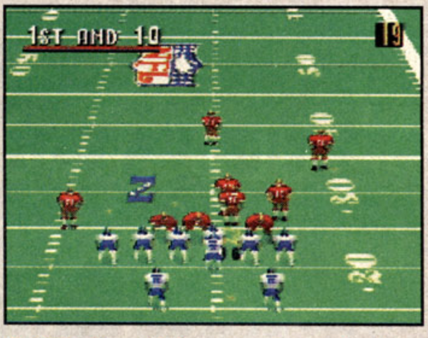
Football Smarts

The A.I. is even more savvy than Madden '95's, which was no slouch. The pass defense destroys your passer's ratings by zeroing in on ill-timed flat passes or deep outs. On the other hand, the A.I.'s pass offense will pick apart wimpy defensive strategies. Fortunately, the cart's three skill settings open up the game to all skill levels.



PROTIP: You'll need to practice hitting field goals from the hash marks.

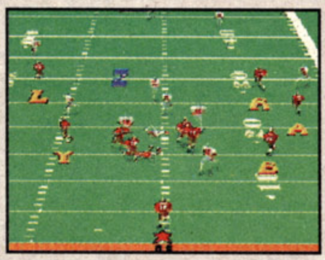
The game controls continue to gain good yardage. You can now pass to eligible receivers. You can also make laterals, call for fair catches, and "show blitz" on defense. However, the audible feature still fails to mark your plays in the playbook.



PROTIP: For a tricky pass rush, occasionally move a defensive end into the center/guard gap before the snap. Don't let him down into a stance, then hit Button B at the snap.

Gang Tackles

The graphics sport game-winning detail right down to some new taunts. The animation's fast – significantly faster than in the Genesis version – so defenders cover the ball very quickly. However, you'll still find that a multitude of players ridiculously crowd receivers who bobble passes.



PROTIP: Short passes to running backs are a good substitute for running plays.

The sounds split the goal posts. Of course, Madden and Summerall get their two cents in. But the sampled stadium noises add real you-are-there flavor. Moreover, the crowd cheers whenever the home team pulls a good play.

Mad About Madden

EA Sports should have its own football Maddenism: "You want more; you get more!" Madden '96 makes the All-Pro team again. G

The Scouting Combine

40-Yard Dash
Obstacle Course
Coach Rogers
10-Yard Fight Drill
Defensive 10-Yard Fight
Receiver Catch Drill
Kick Distance Drill
Kick Accuracy Drill
Defensive Back Drill
Passing Range Drill
Punt Accuracy Drill
Rush QB Drill
Protect QB Drill
Running Back Catch Drill

Coach Rogers's agility drill

The Protect QB Drill

You're drafted!

Madden NFL '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	ADJ. Adjustable

$64.95
12 megs
Available November
Football
5 players (with multi-player adapter)
Behind-the-line view
Save feature
ESRB rating: Kids to Adults

Madden Genesis Gets Tough for '96

Madden NFL '96

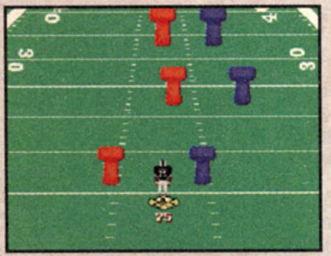
By Slo Mo

Madden NFL carts move relentlessly down the field of football video games like a 49ers opening drive. Madden NFL '96 for the Genesis not only gets a noteworthy bag of enhancements, but it now commands the toughest football A.I. out there.

New This Season

Madden '96 fields a solid lineup of new features. This year, of course, Jacksonville and Carolina up the team count to 30. The sound scores with real, sampled crowd noises, and you hear new witty Maddenisms.

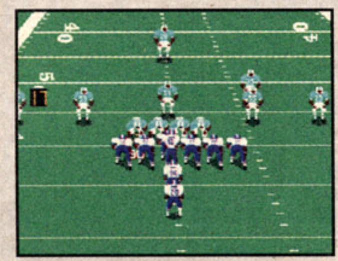
Additionally, the cart offers a new Scouting Combine feature, an excellent idea that could nonetheless use some tinkering. The Combine enables you to trade and waive players, and build selectable players at any position through a series of four drills.



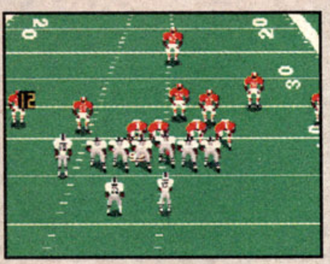
Four Scouting Combine drills build new players.

However, these drills don't necessarily emphasize position skills. For example, there's no passing drill for future quarterbacks.

On the bright side, Madden receives a respectable graphics facelift. The rendered 3D character sprites look sharp, and the uniform colors are much richer. However, there was obviously a color tradeoff: Last year, skin tone was uniformly tan, while this year everybody's darker than a Raiders jersey.

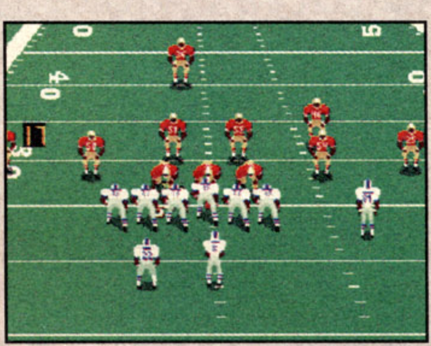


PROTIP: The 4–3 Bear Attack is a good defense against running teams.



PROTIP: The 4–3 2–Deep is a good defense against passing teams.

Additionally, the animation features excellent details, such as helmets flying after big hits. For those who are easily impressed, there are digitized action stills of actual NFL players.



A slightly wider visual perspective and detailed sprites highlight Madden's improved graphics.

PROTIP: Angle kickoffs toward the side line to help your special teams contain kick returners.

PROTIP: Pass completions can be few and hard to come by, so start out by playing primo passers like Young, Aikman, and Marino.

The Doomsday A.I.

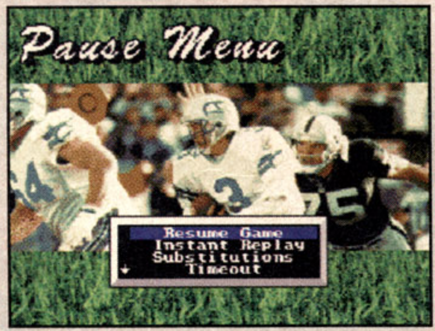
For those who aren't that easily impressed, the familiar behind-the-line view widens slightly for a subtle but significant gameplay upgrade. Now you can see the entire defensive formation, including the cornerbacks.

You need every edge you can get, too, because the A.I. in Madden '96 is murder! There are no sure-fire pass plays anymore, and the A.I. defense is a relentless ball hawk.

The mean and nasty A.I. will answer the prayers of hardcore Madden players, but it will surely frustrate rookies and bandwagon fans. The tried-and-true controls offer some assistance with new moves, such as enabling defensive backs to chuck receivers and ball carriers to lateral.

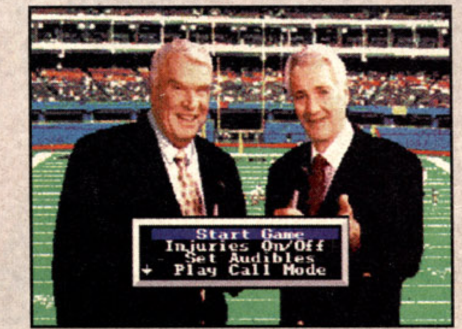
Madden for Mad Men

The story of this game is the aggressive A.I, which makes Madden '96 a must-have for true Madden pros. Just be prepared to get kicked all around the field. G



Digitized action stills of NFL players spice up the visuals

PROTIP: If you want to study your playbooks during a game, you must stop the clock. Hit Start and select Set Audibles between plays. You'll have unlimited time to analyze plays.



Madden's real-life colleagues, Pat Summerall and Leslie Visser, join him for '96.

PROTIP: Identify the high-profile players for real-life NFL teams. They get the job done in Madden, too.

Madden NFL '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	5.0	ADV. Advanced

$64.95
16 megs
Available November
Football
4 players

Behind-the-line view
Save feature
ESRB rating: Kids to Adults

"IT'S AWESOME!
IF YOU THOUGHT 16-BIT WAS DEAD, THINK AGAIN."
- GAMEPRO MAGAZINE

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No purchase required. You can also participate by mailing in a 3x5 card with your hand-printed name, address, age and phone number to "Sega Play-To-Win Contest" PO Box 7531 Melville, NY 11775-7531. One entry per stamped envelope. Entries must be received by 7/31/96. Winners will be chosen by a random drawing. Contest open to U.S. and Canadian residents (excluding Quebec). Void where prohibited. 101 prizes available. Individual odds of winning: US$25,000 Grand Prize - 1/515,000; US$10,000 1st Prize - 1/51,500; Sega Saturn (US$399 retail value) - 1/5,722. All prize claims are subject to verification. Total prize value: US$160,910. Prizes won by minors will be awarded to winner's parent or legal guardian. Sega will reimburse verified winners for toll calls made to the secret phone number. Sweepstakes is subject to the complete official rules. For a copy of the rules send a self-addressed stamped envelope postmarked by 5/31/96 to "Sega Play-To-Win Rules" PO Box 7531 Melville, NY 11775-7531. Washington and Vermont residents omit return postage. Game ends 7/31/96.

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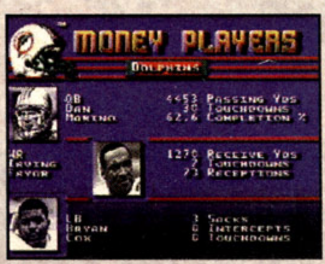
Deion Goes Prime Time With Sega Sports

Prime Time NFL Football

Genesis

By Quick-Draw McGraw

Deion Sanders is one of the greatest defensive backs ever. Known for his excellent coverage and lightning speed, he's leaving his tread marks all over the Genesis!


MONEY PLAYERS
DOLPHINS
QB DAN MARINO
4453 PASSING YDS
30 TOUCHDOWNS
62.6 COMPLETION %
WR IRVING FRYOR
1270 RECEIVE YDS
7 TOUCHDOWNS
73 RECEPTIONS
LB BRYAN COX
3 SACKS
0 INTERCEPTS
0 TOUCHDOWNS

Get a look at a team's top three starters at the Money Players screen.

Must Be the Money

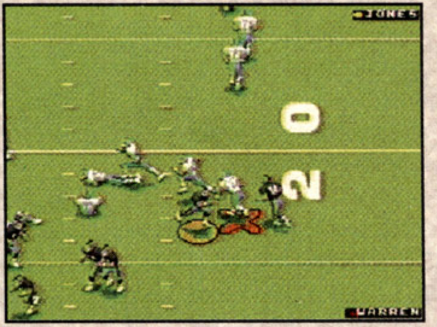
Struggling to compete with EA Sports' Madden series, Sega Sports has gone Prime Time with a bunch of new options, a tougher CPU opponent, and faster action to improve on last year's NFL '95. Custom features allow you to sign, release, and create your own superstars, or play GM and make trades with real NFL players and teams.

Play an Exhibition game or begin a Season filled with scouting charts and injury reports, and compile team and league stats in hundreds of categories. You can even swap playbooks with another team or relocate your team to a new city.

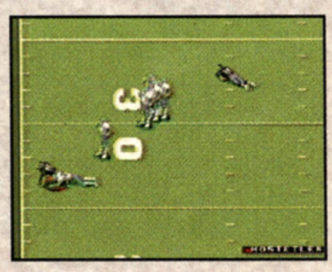
With Prime Time's responsive controls and quick players, you won't get the slowdown you feel with Madden's players. Snatching the handoff, powering past a linebacker, and putting a spin move on the free safety are all a smooth ride.

Neon Deion

Graphically, new player photos are a nice touch. Prime Time's view changes, however, can be annoying. You'll feel like you're trying to execute passing plays from the Goodyear blimp, but running plays and kick returns give you overhead close-ups of the action with large, clear sprites.



PROTIP: When running the ball, save your speed burst until you're about to be hit, then fly right through the defense.



PROTIP: Forget linebackers – the best way to kill the quarterback is to rush right up the middle with your defensive linemen.

PT's sounds will keep your attention during a long game. Voice-overs, bone-crushing hits, and fierce player taunts add to the excitement.

While Prime Time still isn't the total NFL package that Madden is, it provides a solid NFL experience. Players looking for an in-depth gridiron sim won't be disappointed. G

Prime Time NFL Football by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.5	4.0	ADJ. Adjustable

$59.95
16 megs
Available November
Football
4 players
Multiple views
Battery backup
ESRB rating: Kids to Adults

FIFA '96 Schools the SNES Competition

FIFA Soccer '96

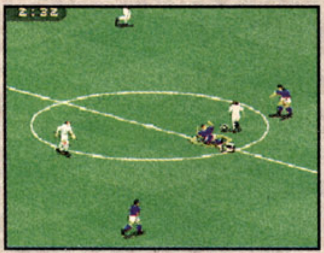
Super NES

By The Athletic Supporter

Companies with competing soccer games will be frustrated when they plug in FIFA '96. No other SNES sim on the market offers the depth found here.

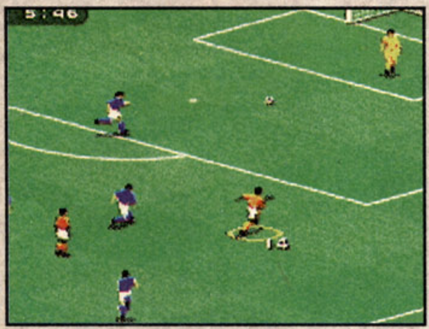
Deeper FIFA

FIFA '96 adds features that make this cart one of the top sports sims. New options include two playing levels (Semipro and a tougher Professional level), an expert mode, a new practice mode, and expanded league play. The expanded leagues now feature 12 international leagues with more than 100 teams and 3000 real player names and ratings.



PROTIP: If you're playing without any penalties, frequently use the sliding tackle. It's the best way to steal the ball or stop an opponent's attack.

The gameplay and controls are improved, and surprisingly, the SNES version plays much faster than its Genesis counterpart. The players really move across the screen, and a fast dribble feature allows for more breakaway opportunities. No longer can you put one of your strikers directly in front of the computer's keeper, block his punt, and score a goal.



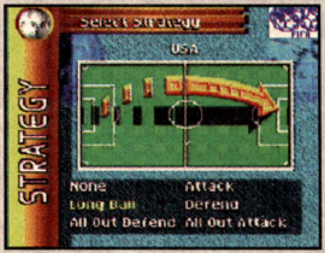
PROTIP: Let your strikers shoot on goal. A fullback won't have as good a shot rating as a striker.

Bound for the Cup

With SGI-rendered graphics, the players sport a much cleaner and slightly larger look. The character animations are more realistic, and even the stadium looks better.

The sound for FIFA is a little disappointing for the SNES. It's still better than most, but you won't get that European flavor of crowd noise (like chanting and singing) that made past FIFA games so authentic. The announcer used to go wild when a team scored, but the new English announcer blandly says, "It's a goal."

Although the sound earns a yellow card in this go-around, FIFA '96 delves deeper into the international world of soccer. FIFA Soccer '96 still has no worthy SNES rivals. G



None
Attack
Long Ball
Defend
All Out Defend
All Out Attack

PROTIP: If you're playing as the United States, use the 4–2–4 formation and the Long Ball strategy. You'll give up fewer goals and score more.

FIFA Soccer '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	ADJ. Adjustable

$59.95
16 megs
Available November
Soccer
4 players
¾-overhead view
Passwords
ESRB rating: Kids to Adults

FIFA '96 Rocks the Stadium on the Genesis

FIFA Soccer '96

Genesis

By The Athletic Supporter

FIFA Soccer '96 for the Genesis is the best 16-bit soccer simulation. Period.

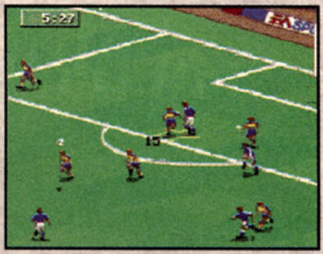
No Strikes, Just Strikers

When FIFA first hit the market three years ago, it became the standard by which all other soccer sims were measured. The latest edition in the FIFA series is no different.

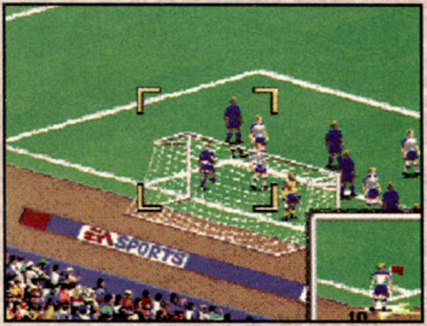
FIFA '96 adds faster and more realistic gameplay; new options like expanded league play, an expert mode, and practice mode; and two playing levels. The Semipro level is a faster-paced arcade game, while the Professional level is tougher and more realistic.

The gameplay and controls, which were choppy at times in the past, have been smoothed out. While the Genesis version still plays a little slower than the SNES version, it also still controls better.

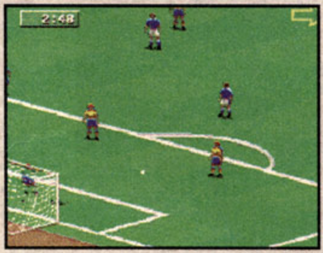
The one knock against FIFA in the past was that it didn't have a Practice mode, which most soccer sims offered. Critics can offer that complaint no more: The new Practice mode is a great place for beginners to hone their skills and for experts to perfect trick shots.



PROTIP: If you have the ball near your goal and a defender is closely guarding you, press Button C to shoot. The ball will be cleared from your part of the field.



PROTIP: On corner kicks, aim for the back post. When the ball is in the air, move one of your players into position for a shot. Press Button C quickly to catch the keeper offguard with a one-touch shot.



PROTIP: Let the computer take over as keeper. Unless you've mastered the game, the computer will always be a better keeper.

World Champ

The graphics have improved from last year, especially for the players. New SGI-rendered animations give these larger sprites more realistic movements.

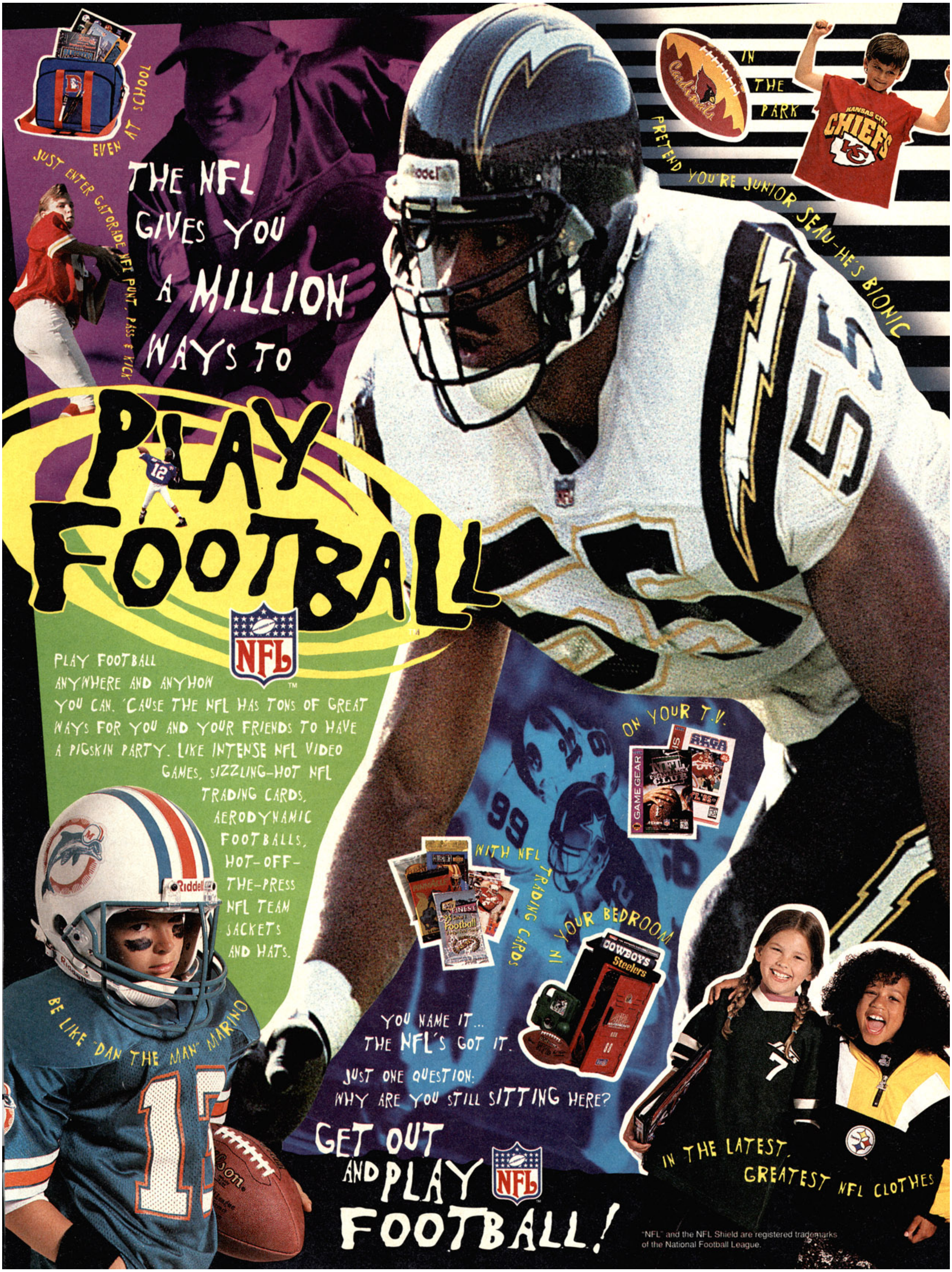
The superb sound for FIFA Genesis is more exciting than the SNES version's. The crowd chants, sings songs, and basically goes crazy whenever a goal is scored.

If you're into soccer and you're in the market for a Genesis sim, look no further than FIFA Soccer '96. If you don't own a Genesis, go out and buy one. FIFA '96 is that good. G

FIFA Soccer '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	4.5	ADJ. Adjustable

$59.95
16 megs
Available November
¾-overhead view
4 players
Passwords
ESRB rating: Kids to Adults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NBA Live '96 Maintains Hangtime

NBA Live '96

Genesis

By Johnny Ballgame

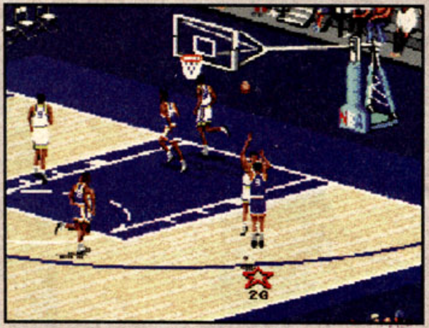
Continuing to dominate basketball from coast to coast, NBA Live '96 features fast five-on-five action. Although the improvements are not as revolutionary as Live '95, this game still delivers the winning basket.

Triple Double

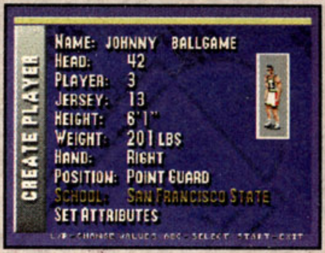
The most authentic basketball game ever created, Live boasts stats and attributes of almost every NBA player from the '94–'95 season (Barkley and Jordan are missing), along with a new create-your-own-player feature. If you ever wished you were a baller, here's your chance to pit yourself against the very best.

Player control improves this year with an added spin move and cross-over dribble. Mind-blowing moves from alley-oops to air balls are all present, and point guards can call several plays on the run in true NBA fashion.

Smaller sprites and less color on the court make the graphics inferior to the SNES version, though the players' movements are more fluid. Gone are the close-ups of players' faces, though action photos have been added to the title screens and the crowd now waves during the visitor's free-throw attempts.

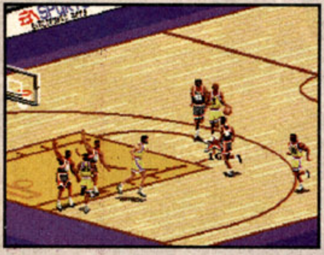


PROTIP: When a player's star pulses, he's on a hot streak and all his attributes are boosted. Feed him the ball while he's on fire and run up the score.



NAME: JOHNNY BALLGAME
HEAD: 42
PLAYER: 3
JERSEY: 13
HEIGHT: 6'1"
WEIGHT: 201 LBS
HAND: RIGHT
POSITION: POINT GUARD
SCHOOL: SAN FRANCISCO STATE
SET ATTRIBUTES

PROTIP: If your team is lacking in a certain position, create a player to fill the void.



PROTIP: When double-teamed, utilize the spin or cross-over dribble by tapping Button A twice. If your player has handles, he'll dust the D.

The opening music is not as smooth as it is on the SNES. But overall, from the frenzied crowd to the PA music, the Genesis reigns supreme.

Hoop Dreams

For the true NBA fan who can't get enough of a good thing or the first time b-ball sim buyer, this game's a must. Those who already have Live '95 should rent this cart first to make sure the added options are worth the '96 season-ticket price.

NBA Live '96 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	5.0	4.5	ADJ. Adjustable

$59.95
16 megs
Available now
Basketball
4 players
Angled overhead view
Battery backup
ESRB rating: Kids to Adults

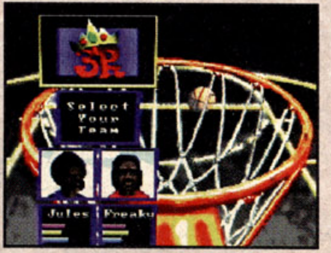
White Men Never Gets Off the Ground

White Men Can't Jump

Jaguar

By Johnny Ballgame

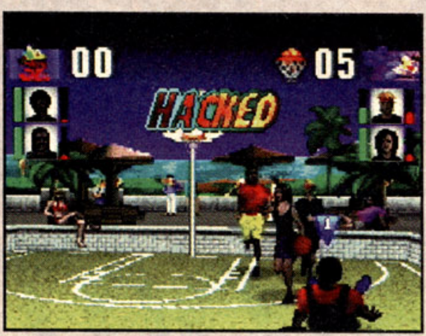
Poor control, bad graphics, and annoying sound make Atari's White Men Can't Jump the worst basketball experience since watching the Clippers.



PROTIP: Pick a well-balanced team because it's better to blend a variety of skills.

Where's Woody?

This basketball game is based on the two-year-old movie about a couple of street hustlers who take to the courts to earn fast money. But it doesn't include the two stars, Wesley Snipes and Woody Harrelson, who made the movie enjoyable.



PROTIP: There's no ref, so punch your opponent and steal the ball while he falls.

Player control is atrocious in this two-on-two game. Sometimes you press the Pass button and nothing happens. After every basket, you must take the ball out under the hoop and go back up to the three-point line to clear it, otherwise the points you score won't count. By that time, the defender has already punched your lights out (this is street ball) and stolen the rock. And when you do finally get a shot off, don't expect it to go in – air balls and bricks reign supreme even when you're right next to the bucket.

From the ghost-faced players to the poorly drawn playground, the poor graphics interfere with the action. When someone shoots a three from the top of the key, he blocks the rest of the screen, and you can't see what's going on.

$500
JUMP
SHOOTERS
Dirty Rats

PROTIP: Don't bet all your money at once. Pick the middle bet – if you lose, you can still get it back quickly.

The sound gets old quickly. Characters repeat the same lines continuously, and there's techno music instead of a hard street beat that would better accompany all the trash-talking.

Hoop Nightmares

White Men Can't Jump never lives up to the fun of the movie. It's a major b-ball disappointment and ranks among Ishtar as a movie-to-game conversion.

White Men Can't Jump by Atari

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	2.0	2.0	INT. Intermediate

$69.99
32 megs
Available now
Basketball
4 players (with multi-player adapter)
Half-court view
ESRB rating: Kids to Adults

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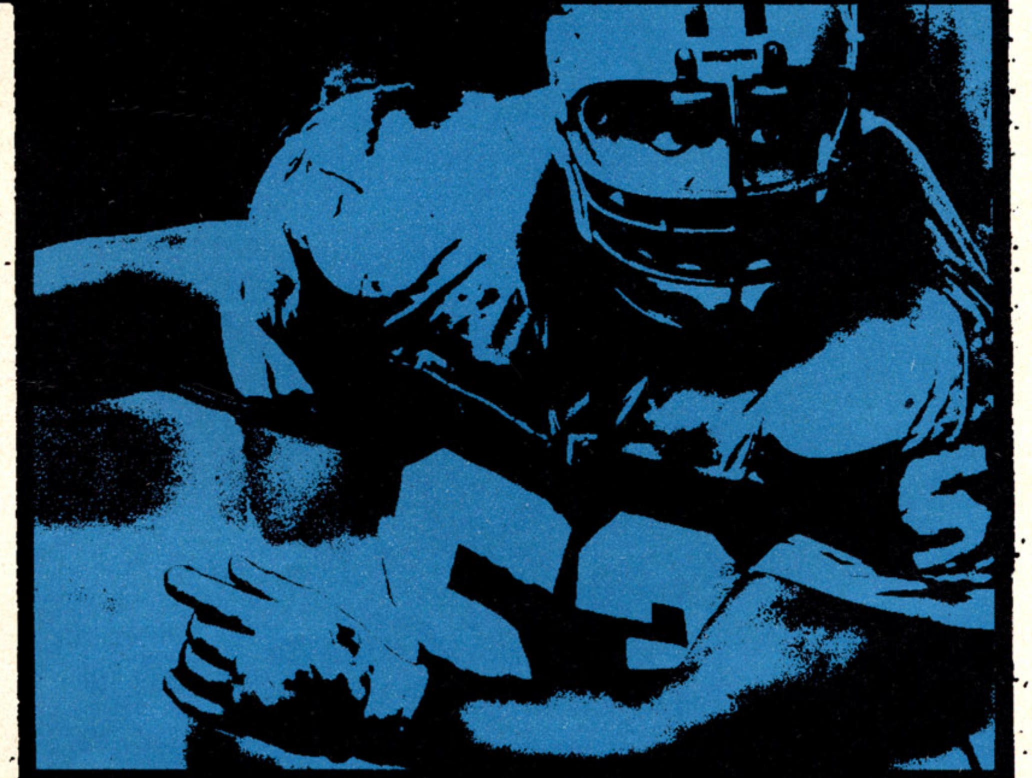

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PGA Tour '96 Bogies on the Genesis

PGA Tour '96 Genesis

By Air Hendrix

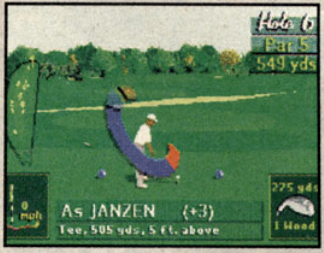
EA Sports tried to cram its marvelous PlayStation PGA game into a Genesis cart, and it just didn't fit. The glaring compromises appear in the erratic graphics and incomplete controls.

Bungled Shot

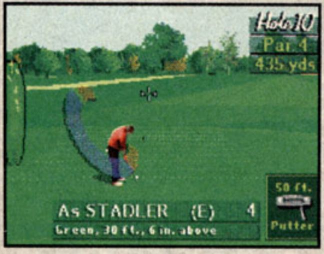
PGA '96 doesn't step that far ahead of its Genesis precursors. Create your own player or choose from ten pros (like Lee Janzen and Fuzzy Zoeller), then hit one of three courses in Stroke, Skins, Tournament, Match, Shootout, and Practice modes. You can still choose your clubs, adjust the wind, and put draw, fade, and backspin on the ball.

The trouble begins with the controls. As in the PlayStation version, your club swings through a blue arc that you stop in order to set the power and accuracy.

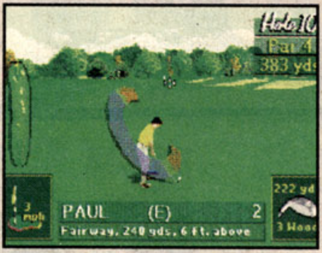
But the shot-planning features of the PlayStation version (the yellow targeting arrow) and of the previous Genesis versions (the swing meter's percentage marks and the putting view) have fallen off the golf cart. These shortcomings prevent you from precisely calculating your shot, robbing you of the ability to play tight golf.



PROTIP: If you've developed pinpoint accuracy, go for an eagle on a par 5 hole by maxing out the power on your first two shots so that you land on the green.



PROTIP: On putts that rise up an incline or break to either side, hit the ball a little harder to cover the extra distance.



PROTIP: Shots with wooden clubs have a long roll, which can interfere with precise shots when landing on the green. Use some backspin as a countermeasure.

Graphically, the brightly colored 3D terrain imbues the courses with a more realistic look, and the lifelike digitized sprites move fluidly. In close, though, the 3D effect often looks too choppy and geometrical, like you're playing in a world of triangles.

Worst of all, you'll fidget through an intolerable 5- to 15-second wait every time the screen redraws. The sounds add to the mediocrity with the usual chirpy birds, decent ball noises, and flaky music.

Missed Par

Genesis golfers should stick with PGA Tour III, the pinnacle of the series. If you're dying for a fresh round of golf, check out the masterful PlayStation game. G

PGA Tour '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.0	3.0	Adjustable

$64.95	3 courses
16 megs	Behind-the-golfer view
Available November	Battery backup
Golf	ESRB rating: Kids to Adults
4 players	

Ocean Serves Under-Powered Tennis

Power Serve Tennis PlayStation

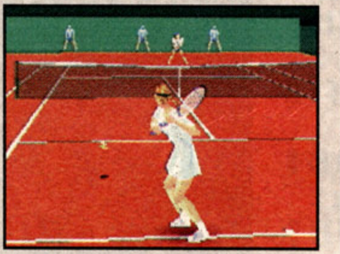
By Air Hendrix

One of the early PlayStation sports titles, Power Serve Tennis does little to bolster the system's image. With cheesy graphics and pathetic controls, this rudimentary tennis game trips over its shoelaces.

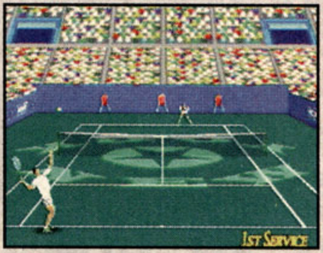
In the Net

Power Serve's vanilla features provide little pizzazz. Instead of real-life pros, you choose from eight fictional players with the same four swings and four serves. On the hard, clay, and grass courts, you take on singles or doubles exhibition matches. Don't expect anything as fancy as a tournament, though.

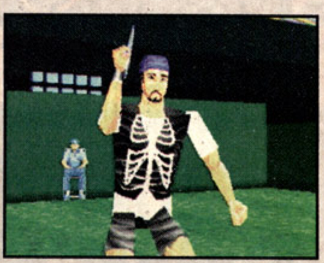
Although Power Serve's tough action moves at a speedy pace, its bargain-basement features add up to simplistic tennis. Besides, much of the challenge comes from the awful controls. Your player runs and stops smoothly, but identical swings sometimes connect with the ball and sometimes miss. You'll face hours of extreme frustration before you connect regularly.



PROTIP: Line up your racquet – not your player – on the ball.



PROTIP: To maintain a series of tough serves, vary your on-court position, the height of the ball when you connect with it, and the swing.



PROTIP: For beginners, Legacy is an easy first opponent.

Double Fault

The graphics continue this game's losing streak. The drab, shapeless backgrounds barely resemble a tennis arena, and the polygonal sprites, though smooth and realistic, look too chunky.

Although Power Serve provides seven perspectives on the action, all but two make chasing the ball harder and more disorienting. Worst of all, the animation often stutters when your racquet connects with the ball, making swinging even harder to master.

On the bright side, solid ball sounds and good crowd noise inject a realistic feel. However, the horrible, jingly music and distant, computerlike announcer quickly undercut that advantage.

Tennis fans should stick with 16-bit gems like Jennifer Capriati Tennis. Power Serve is obviously a rush job that takes advantage of the PlayStation's polygon graphics, but it doesn't even come close to living up to 32-bit potential. G

Power Serve Tennis by Ocean

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.0	2.5	2.0	2.0	Intermediate

$59.95	3 courts
CD	Multiple views
Available now	ESRB rating: Kids to Adults
Tennis	
2 players	

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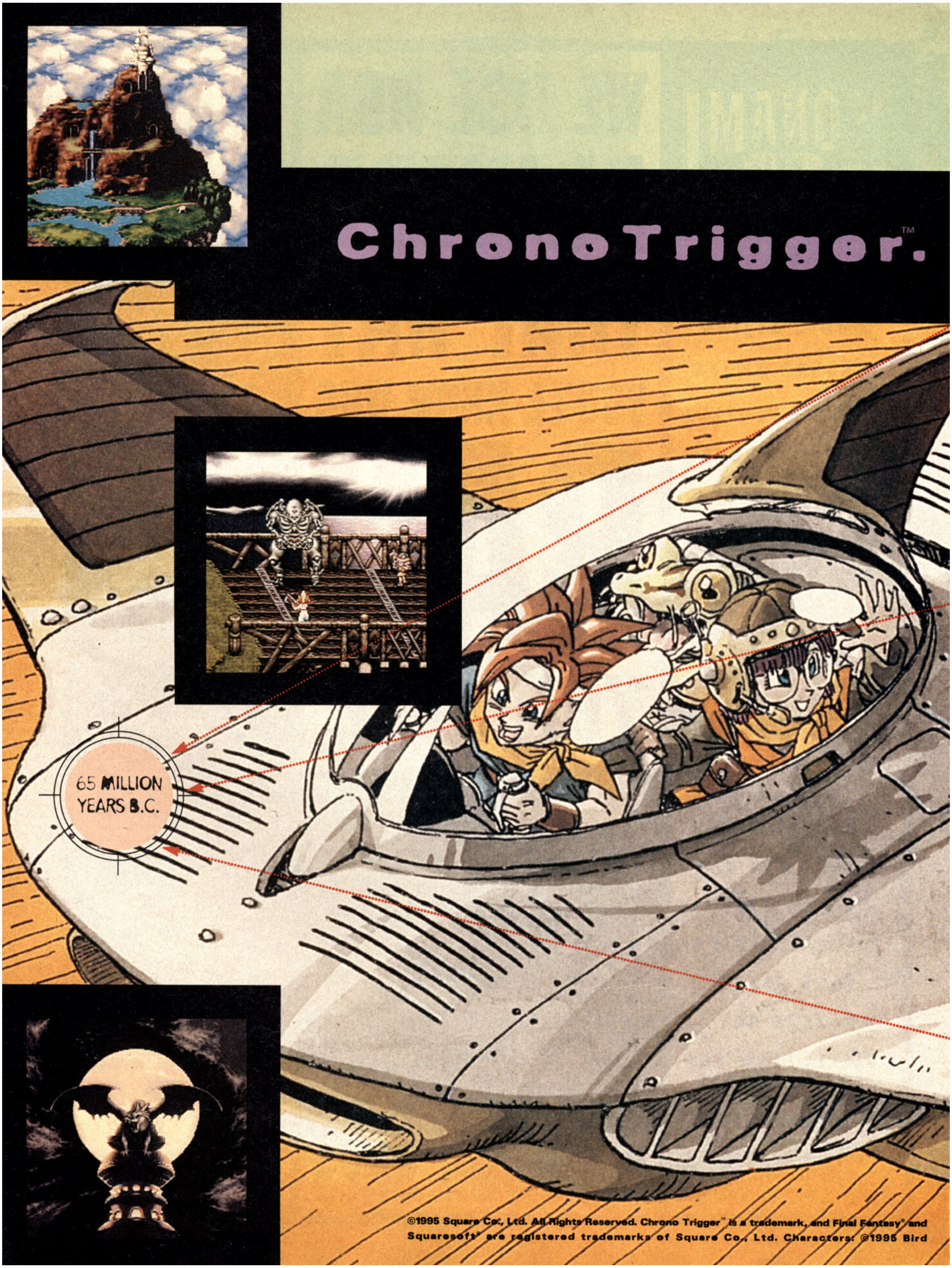
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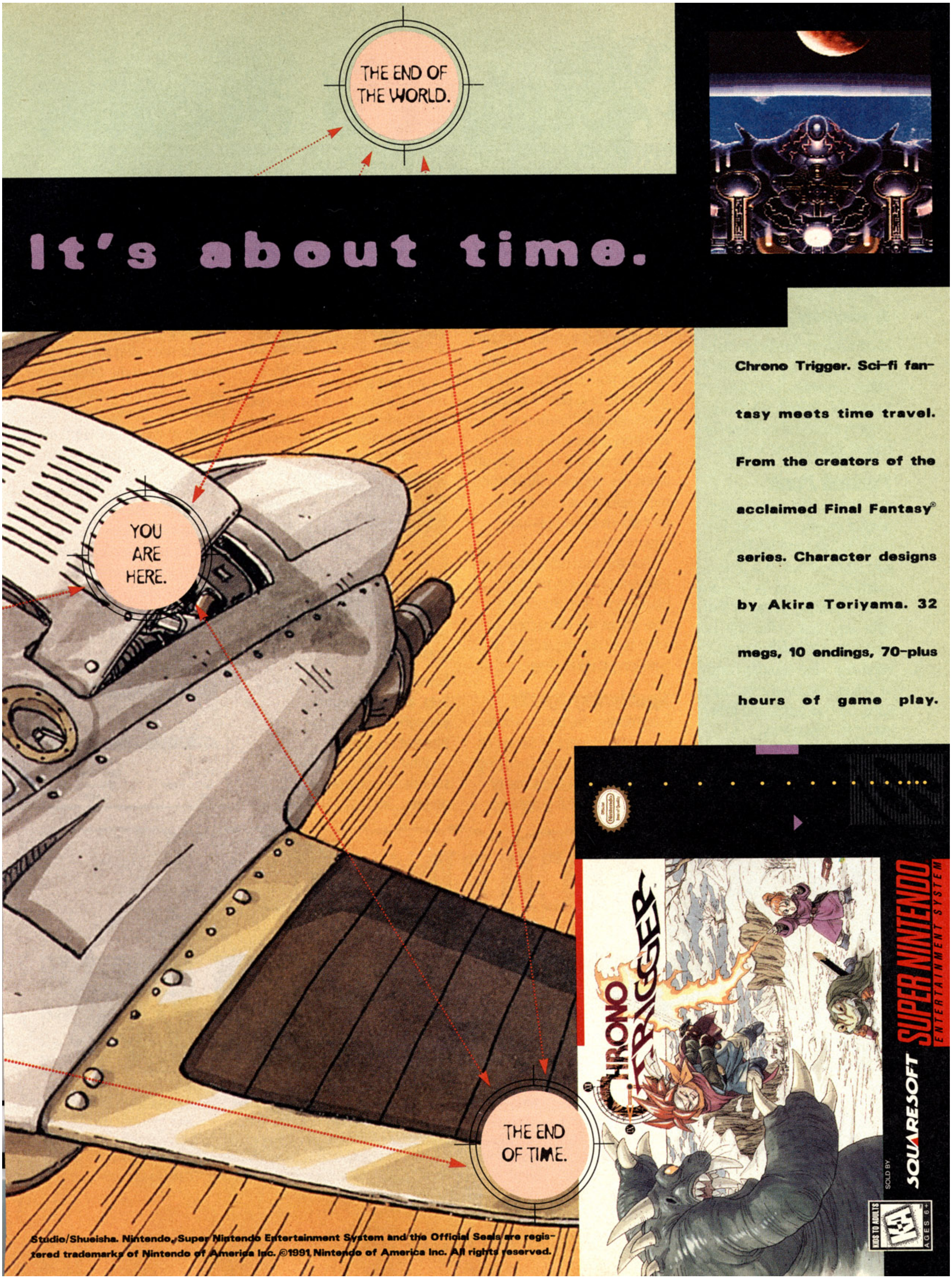
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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · December '95

Secret of Evermore

SUPER NES

By Scary Larry

Square's first American-made title is sure to be a hit with its 16-bit devotees, but Secret of Evermore doesn't reach the heights achieved by Final Fantasy III and Chrono Trigger.

Podunk Punk

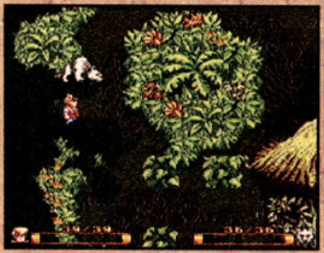
The action starts when your hero, a young man from Podunk, U.S.A., and his faithful dog stumble across a time machine. You end up in a prehistoric village, trying to find your way back to Podunk, but before you're safely home, you'll fight the standard array of prehistoric creatures, time-jumping bad guys, and other assorted miscreants.

Although you start with a lowly bone for a weapon, you trade up to more powerful weapons like axes and spears. You also find various Alchemy power-ups, such as fireballs, though you must find the ingredients in order to activate them. All this hunting for the Alchemy seems like a lot of work for such a minor payoff since the graphics illustrating the spells are a few escalators down from previous Square titles.

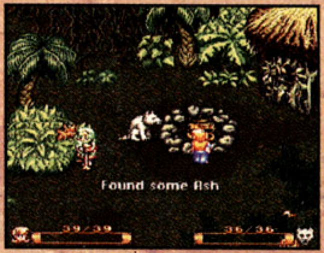
But the most disappointing element of Evermore is the bland story line. You never care about the characters or what they do, regardless of how long it takes them to do it.

Sputtering Spells

Graphically, the game will remind role-players of Secret of Mana – down to the annoying bar-charging weapon meter and cute, colorful graphics.



PROTIP: In Fire Eye's village, go all the way to a lone hut on the left of the screen. From this hut, go left into the forest and find a secret passageway. This leads to some hidden baskets.



Found some Ash

PROTIP: Gather ash from the empty fire hutches in the village.

Some bosses, like the giant bug, are huge, but oddly enough, unimpressive. Lots of bite but no bark.

Which leads us into the sounds, which are all bark and no bite...literally. Along with some eerie background music (and annoying drum beating in the Prehistoria stage), what you hear most in this game is your dog barking – constantly. Otherwise the sounds are standard RPG stuff.

The revolving circular menu takes some getting used to. But the action moves pretty fast, though you'll find you're gritting your teeth at the weapon-charging meter.

The Secret's Out

Evermore is no Fantasy, but it should satisfy true Square fans. Square hasn't lost any ground in the current batch of RPGs, but the Secret to its continued success will be a title other than this one. G

Secret of Evermore by Square Soft

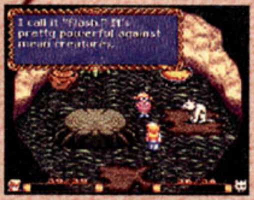
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	INT. Intermediate

$69.99
24 megs
Available now
RPG

1 player
Save feature
ESRB rating: Kids to Adults

ALCHEMY 101

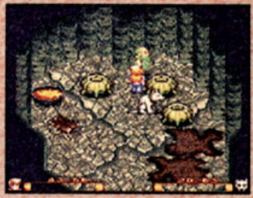
Flash



I call it "Flash." It's pretty powerful against mean creatures.

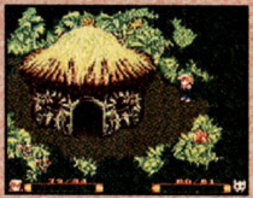
PROTIP: By the time you reach the volcano, you should have learned five Alchemy spells. The first, Flash, is given to you by Fire Eyes when you agree to go into the Bug Muck to find Strong Heart.

Hardball



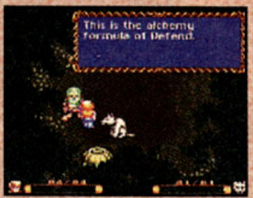
PROTIP: The second, Hardball, you get from the Alchemist just before you come upon the giant bug carcass in the swamps.

Cure



PROTIP: The third, Cure, you get from Strong Heart when you go back to Fire Eye's village. Strong Heart's lone hut is to the south of the village.

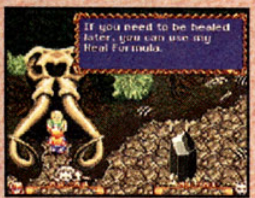
Defend



This is the alchemy formula of Defend.

PROTIP: The fourth, Defend, you get from an old man in Fire Eye's village. Remember that secret passageway? An Alchemist waits there with the spell.

Heal



If you need to be healed later, you can use my Heal Formula.

PROTIP: The fifth, and most important is Heal. You receive this after defeating the Vipers and Viper Commander at the gate to the volcano.

WILL YOU TAKE UP THIS SWORD?

BREATH OF FIRE II

WILL YOU LEAD
THE ADVENTURE?
WILL YOU EXALT IN
ENDLESS TREASURE?
WILL YOU SET FREE
THE DRAGON?

Ryu 140 43 Lv14

BREATH OF FIRE II
K-A
CAPCOM
SUPER NINTENDO ENTERTAINMENT SYSTEM

You are the last member of the Dragon clan, fighting a growing evil. In Breath of Fire II, you will find more magic, more allies, more enemies, more of everything than even the best-selling original. 160 combination characters. Town building. Hunting and fishing. And hour after hour of adventure. This is 24 sizzling megs of proof that magic can be deadly.

KIDS TO ADULTS
K-A
AGES 6+

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LONG LIVE SUPER NES

Official Nintendo Seal of Quality

Romance of the Three Kingdoms IV

By Bro' Buzz

If you think China has problems now, maybe you should try hanging there in 190 B.C. Koei is back with Romance of the Three Kingdoms IV, this time for the Saturn.

If you conquered this version of ancient China on the SNES, think twice about a return trip. This CD is virtually identical to that cart (see "Role-Player's Realm," July).

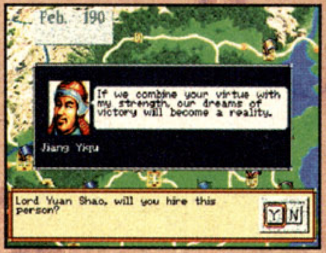
The Chinese Connection

Forty-three cities can't get it together, so you must conquer them to unify the land. You have plenty of time (roughly 50-plus Romance years spread through six scenarios) and plenty of people (about 450 male and female characters plus 108 others you can create).

As with all Koei games, Romance IV uses layer upon layer of menus to make you a city manager, a politician, a general, and a spy. It's all about successfully micromanaging people and resources right down to the last grain of rice. Thankfully, a well-thought-out interface makes dealing with the mass of menus a snap.

PROTIP: Officers with special talents, such as summoning lightning bolts, must have Stamina at 80 or above to use them.

PROTIP: Use Plot-Snoop to spy. Successful spies have high Intelligence and Political ability.



If we combine your virtue with my strength, our dreams of victory will become a reality.

Lord Yuan Shao, will you hire this person?

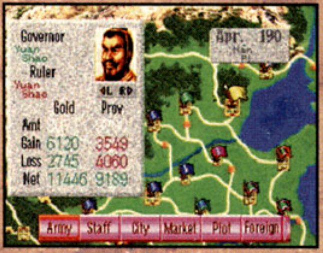
PROTIP: Keep your eyes open for good freelance talent.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

Romance of the Three Kingdoms IV
By Koei

$69.95
CD
Available now
Historical simulation
10 players
Save feature
ESRB rating: Kids to Adults

The static nature of the gameplay makes graphics and sound secondary. However, digitized stills and film footage highlight some of your decisions, and the audio benefits from symphonic music that is grandiose but repetitious.



The command interface looks good and familiar.

Romance IV gets radical with digitized visuals.

The lengthy action is entirely dependent on your head for numbers and your imagination. But if your imagination's up to the challenge, you'll till a successful harvest, lead massive invasion forces, or cut deals with hairy foreigners.

Love It or Leave It

Can old Romance hold its allure in a new game system? Only if you're seriously Romantically inclined. G

Virtual Hydlide

By Tommy Glide

Virtual Hydlide combines standard RPG gaming with a Doom-like environment. The concept is great, but the gameplay may steer you toward other realms.

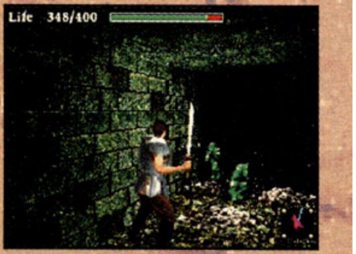
Where Are the Orcs?

You must restore power to Princess Lina, who fled her kingdom when demonic forces overtook the land. You begin in the wild, guiding your stocky adventurer around Hydlide's countryside to battle boring monsters. Eventually, you find dungeons, ruins, graveyards, and castles – where you battle more exciting types of fiends (like zombies and a vampire), while accumulating wealth and weaponry.

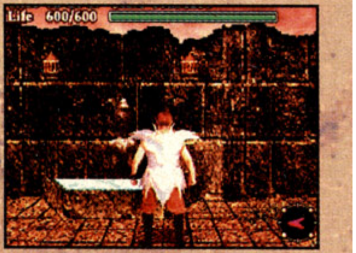
Graphically, Hydlide's world is grainy, and unless you know what you're looking for, you might miss it (helpful herbs lying on the floor are hard to spot). The 3D perspective will eventually draw you in, but getting used to the sometimes-confusing camera angles and clunky scrolling takes time.

Virtually Average

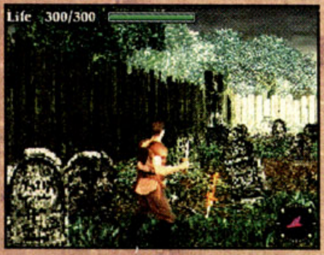
Hydlide's CD-quality orchestral music has a nice medieval flavor. However, it lacks some of the vocal effects you'd expect with a next-gen RPG CD. The weak battle sounds are reminiscent of 16-bit effects.



PROTIP: Light the lamp from the vampire's castle when entering the dungeon, or you'll get nowhere fast.



PROTIP: When exiting the ruins, use the Spectacles of Truth to find the hidden door on the south wall.



PROTIP: Go to the graveyard first. Grab the crucifix from inside the grave, and you'll go up one level. Locate the dark sword, which enables you to hurl fireballs.

The control is barely average. Initially it's difficult to judge your distance from enemies, and keeping a clean view while maneuvering in a dungeon or small room is a nightmare. The menu system and built-in maps, however, make the game far easier to play.

Hydlide is easy enough for non-RPGers to enjoy, and it kind of grows on you. While it's no meaty RPG, it takes advantage of some next-gen elements to bring you into a new gaming world. For some, this may be enough. G

Virtual Hydlide by Atlus

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	3.0	3.5	ADJ. Adjustable

$59.99
CD
Available now
Fantasy RPG
1 player
Behind-the-adventurer view
Multiscrolling
3 save slots
Unlimited continues
ESRB rating: Kids to Adults

DeVries
Nelson
Scanlan
Patelis
DARE TO COMPARE!
MARVEL Masterpieces
DeVries
Nelson
Scanlan
Patelis

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CHRONO TRIGGER

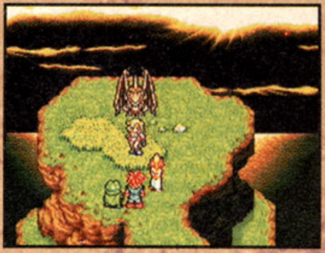
SUPER NES

By Nob Ogasawara

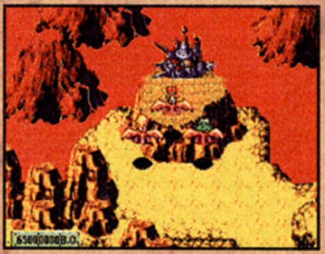
Welcome to the second part of our step-by-step guide to Square's epic that spans the ages. This section covers everything after the fall of Magus through to one of the standard endings. So we don't spoil your fun in playing this masterpiece, we've tried to be as basic and cryptic as possible. But, it's impossible not to include some spoilers so we suggest you read this only when you're truly stumped. Okay?

You've Been Forewarned

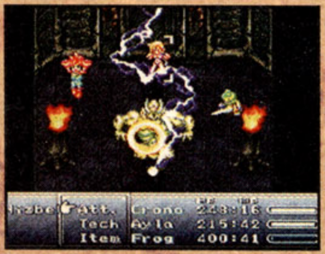
Ioka Village



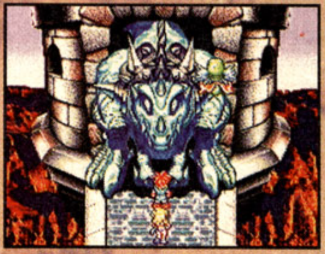
After defeating Magus, the party is sucked through a time vortex to prehistoric times. Go to Laruba Ruins, then head to the Dactyl nest to get your wings.



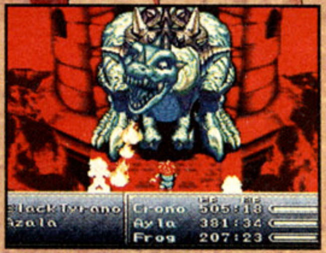
Fly into Tyran Castle to rescue Kino in the lower dungeon. Now climb up the castle for your second showdown with Nizbere II.



The lizard muscleman is back with the same amount of hit points but greater attack power. Just like the first time, zap this mid-boss with thunder spells to lower his defenses, then slug away. Watch out, though, with every third thunder spell he discharges built-up electricity to zap your party.



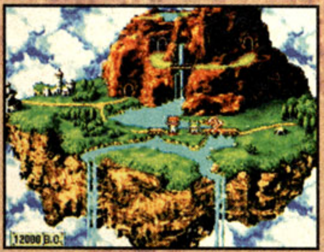
After Nizbere II, you face the king of the dino people, Azala and his pet, Black Tyran. When you beat this tough combo, Lavos falls from the heavens.



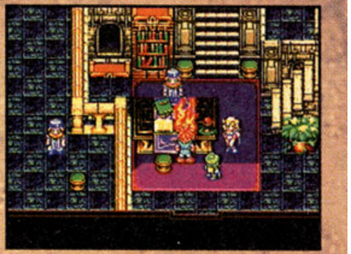
Concentrate your attacks on Azala first. When fighting Black Tyran, hit it hard while it's counting down. When it attacks, quickly use HP recovery items and spells, and keep attacking. Since BT has about 10,000 HP, you'll fight for a while.

Floating Continent

10,000 B.C.



Warp to the Floating Continent through the time gate at the ruins of Tyran Castle. Make your way from Enhasa and Kajal to Jeel Palace using the skyways. Trail Schaela at Jeel Palace, recharge Marlee's pendant, and head to the Queen's chamber. The party is captured and expelled from this age, and the time gate at Tyran Castle is sealed.

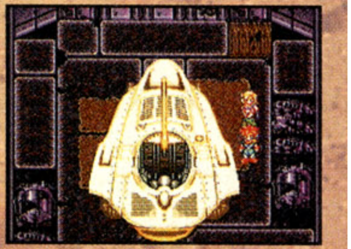


Watch for the magical books at Enhasa and Kajal. Open them in this sequence to reveal hidden doors: water, wind, and fire. In one of the secret rooms you find the Black Stone that enables three characters to launch the powerful Dark Eternal spell later on.

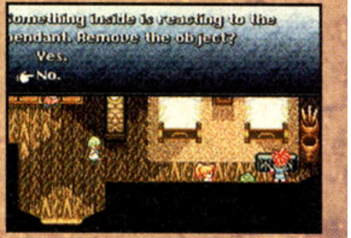
The End of Time:

Watcher's Dome

Future



At the end of time, talk to the old man. Go to the future and fight your way through the sewer to Watcher's Dome where you find Epoch, the time-machine craft. You should head to 10,000 B.C., but before you do, open the mysterious black treasure chests and other items using Marle's powered-up pendant.



Something inside is reacting to the
pendant. Remove the object?
Yes.
No.

Go to the black treasure boxes at the inn in Truce, Guardia Castle, and the mayor's house in Porre Village in the medieval times. Open them but don't take out the contents. Next, head to the present age and collect the items inside.

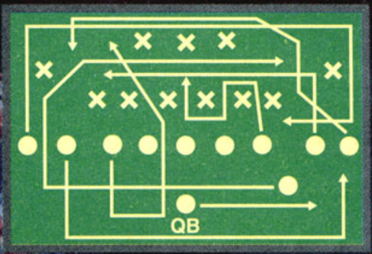
What's Your Dream Play?

Name:
Dennis Hartin

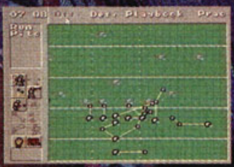
Age:
Forty

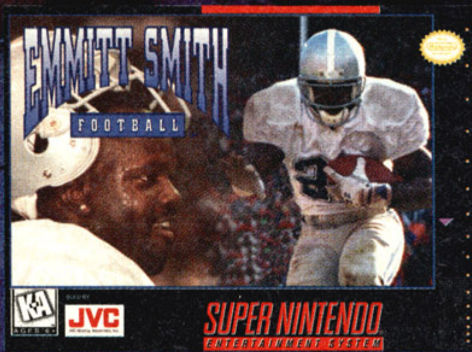
Favorite Football Position:
Coach

Dream Play:
A Perfect World



Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football,™ not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?





KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

JVC
JVC Musical Industries, Inc.

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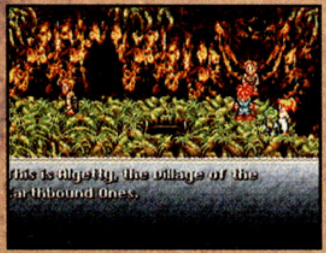
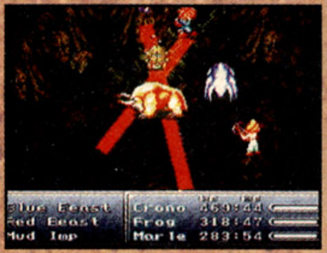
Now return to the medieval times and collect different items from the same treasure chests. (The passage of time makes the items inside better!)

Cave of the Earth People

10,000 B.C.

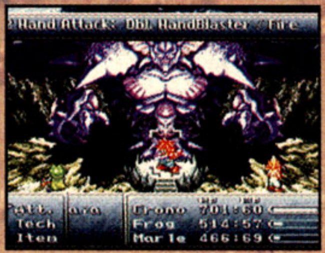

his is Algetty, the village of the
arthbound Ones.

Although Epoch transports you back to 10,000 B.C., the path to the Floating Continent is closed. Head to the cave of the Earth People and listen to their plight. The party ends up fighting a pair of Dorokui monsters and their master. When they are defeated, talk to Melchior.


Blue Beast
Red Beast
Mud Imp
Crono 469:44
Frog 318:47
Marle 283:54

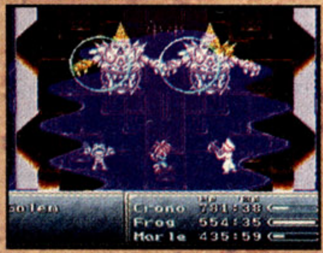
Take out the beast master first, then fight the two Dorokuis. The red beast is weak against water spells, while the blue beast is vulnerable to fire spells.

Climb Despair Mountain where you face Giga Gaia. Head to the Floating Continent, meet and defeat Dalton at the Queen's chamber in Jeel Palace, then go to the Undersea Shrine.


Hand Attack: Dbl HandBlaster / Fire
Att.
Tech
Item
Crono 701:60
Frog 514:57
Marle 466:69

When fighting this boss, attack his arms first to disable him from attacking and using HP recovery spells.

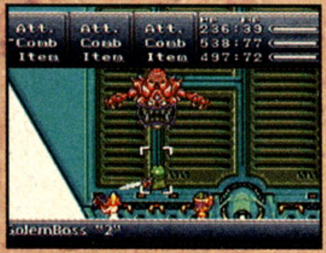
After a tough fight against a pair of Dalton Golems, the party faces Lavos. To save his friends, Chrono sacrifices his own life. After this battle, the dispirited party is captured by Dalton's troops in the remaining village and locked up in the Black Bird.


Golem
Crono 731:38
Frog 554:35
Marle 435:59

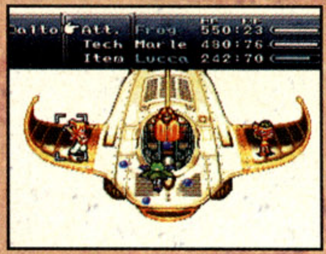
Don't physically attack these guys, or they will retaliate hard. The best thing to do is attack them only with spells.

Got Lucca's equipment back!

To escape from captivity, you need to regain your weapons, armor, items, and money. Make sure you're not seen by a guard before you suit up. After that, the party faces Master Golem, then Dalton, from whom you regain the enhanced Epoch.


Att.
Comb
Item
Att.
Comb
Item
Att.
Comb
Item
236:39
538:77
497:72
GolemBoss "2"

Master Golem is a bit of a dingbat. Once you engage in combat with him, just waste time, and he'll eventually self-destruct.


Dalto
Att.
Tech
Item
Frog 550:23
Marle 480:76
Lucca 242:70

Avoid physically attacking Dalton, or he will retaliate with his steel ball attack and cut your HP in half. Pound him with magic only.

North Cape

10,000 B.C.

Magus
Frog 553:67

At the North Cape you find Magus. You can choose to have him join your party or fight him. In the latter case, the fight will be a one-on-one duel between him and Frog.

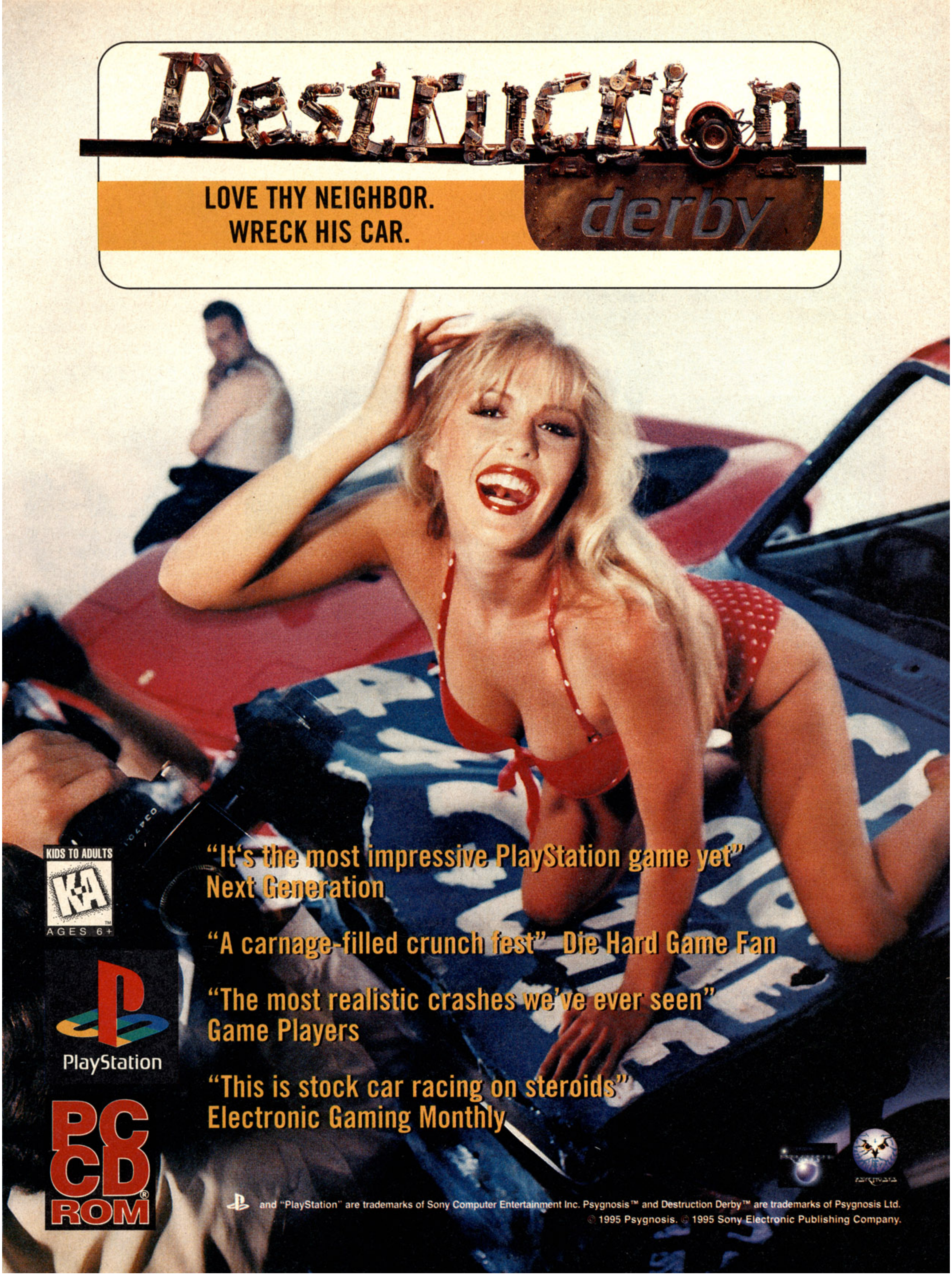
Got 1 C. Trigger!

Talk to the old man at the end of time and receive the Chrono Trigger. Head to Liene Square in the present and go to Beckelar's game tent. By winning the 40-point game, you'll score a Chrono doll, which will be delivered to the second floor of Chrono's house.

Death Mountain

Future

Death Mountain is located in the shadow of the Black Dream. Wait for the wind to die down, then dash and take shelter from the wind behind strategically placed trees. You must fight three Lavos Spawns on the way to the peak. After this occurs, there remain several other mini-quests that ☞


Destruction
derby
LOVE THY NEIGHBOR.
WRECK HIS CAR.
KIDS TO ADULTS
K-A
AGES 6+
PlayStation
PC CD ROM
PSYGNOSIS

"It's the most impressive PlayStation game yet"
Next Generation

"A carnage-filled crunch fest" Die Hard Game Fan

"The most realistic crashes we've ever seen"
Game Players

"This is stock car racing on steroids"
Electronic Gaming Monthly

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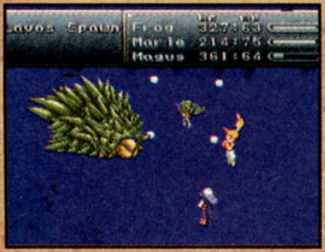
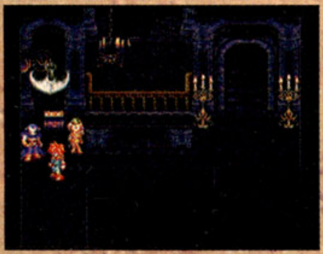
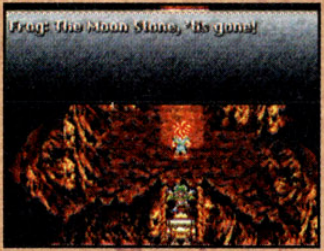
don't have to be attempted, but you should check them out before you head to your final showdown with Lavos.



Attack only the head. Attacking the shell will cause a savage retaliation that could easily wipe out your party.

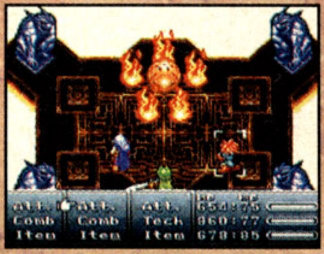


After Magus joins your party, go back to the Middle Ages, where you will find Ozzi lording it up. In his mansion, go to the room with the guillotine and check for a hidden passageway. In the secret chamber, you find the ultimate weapons and armor for Magus. Keep going in order to meet his disciples.

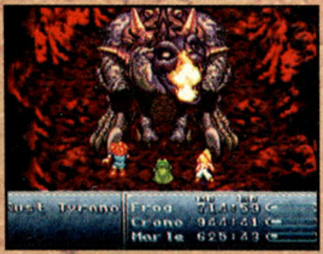


Frog: The Moon Stone, 'tis gone!

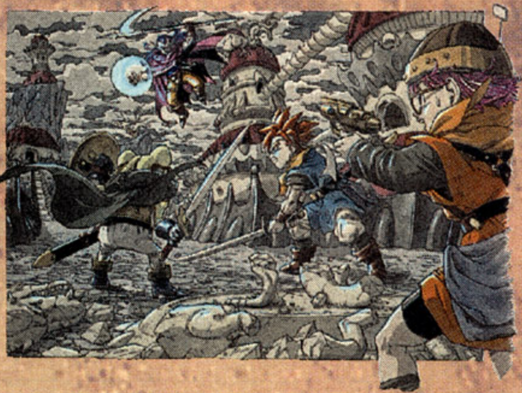
To obtain this important item, you need to go to the Sun Shrine in the future and defeat Son of Sun. When you obtain the Darkness Stone, take it to the Sun Chamber in prehistoric times and leave it there. Next, go back to the Sun Chamber in the future to collect it. Surprise! It's been stolen by the mayor of Porre Village (in the present). To recover it, you need to buy hyperdried meat in Porre Village (in the present), then give it to the mayor's wife in Porre Village in the Middle Ages. Then collect the Darkness Stone from the mayor in the present, return it to the Sun Chamber, and have Lukka collect it in the future. Using the Sun Stone, you can make a weapon for Lukka. When you find the Rainbow Shell, you can make a weapon for Chrono and armor items for use by anyone.

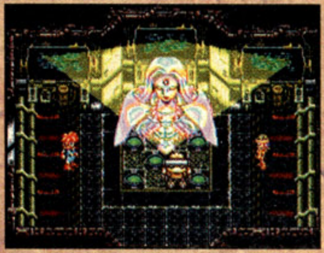


Attack only the revolving outer fireballs. You'll find one that's vulnerable. Don't use a spell that hits all the fireballs because that will trigger a retaliatory attack.

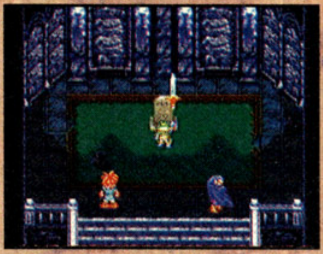


In the medieval Choraso Village, talk to Toma in the pub and obtain a bottle of soda pop. Take the bottle to the West Cape in the present and pour it onto Toma's grave. His ghost will tell you where the Giant's Claw is located in the medieval age. Go there and collect the Rainbow Shell after a vicious battle with Rust Tyrano. Take the shell to Guardia Castle for storage in the medieval age, then return to the present day to collect it from the castle's basement. Take it up to the court room and fight Yakra 13. Now take the shell back to the storage room and have Melchior fashion armor items. If you already have the Sun Stone, you can have Melchior make a better weapon for Chrono and powerful items for other characters.

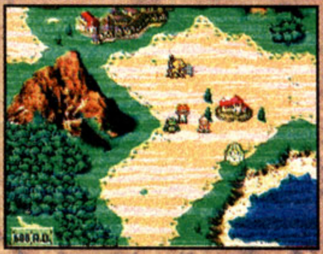




Go to Genocide Dome in the future with Robo leading. After Robo's tragic solo battle with Atropos 145, you must face Mother Brain. If you win, Robo obtains two ultimate weapons.

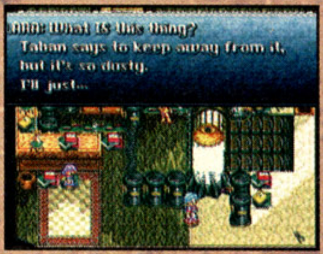


Talk to the carpenter in the pub at Choraso Village in the medieval times. Do the same thing in the present day, then talk to the carpenter's wife at his home. She'll lend you carpentry tools that you take back to the carpenter in the medieval times. Commission him to do repairs on the ruins at the north of town while you exterminate monsters there. Repeat this three times, then with Frog in the lead, go to the grave at the deepest part of the repaired mansion to power up his magical sword. Incidentally, some of the treasure chests in the mansion change in the same way as the mysterious sealed black boxes mentioned earlier.



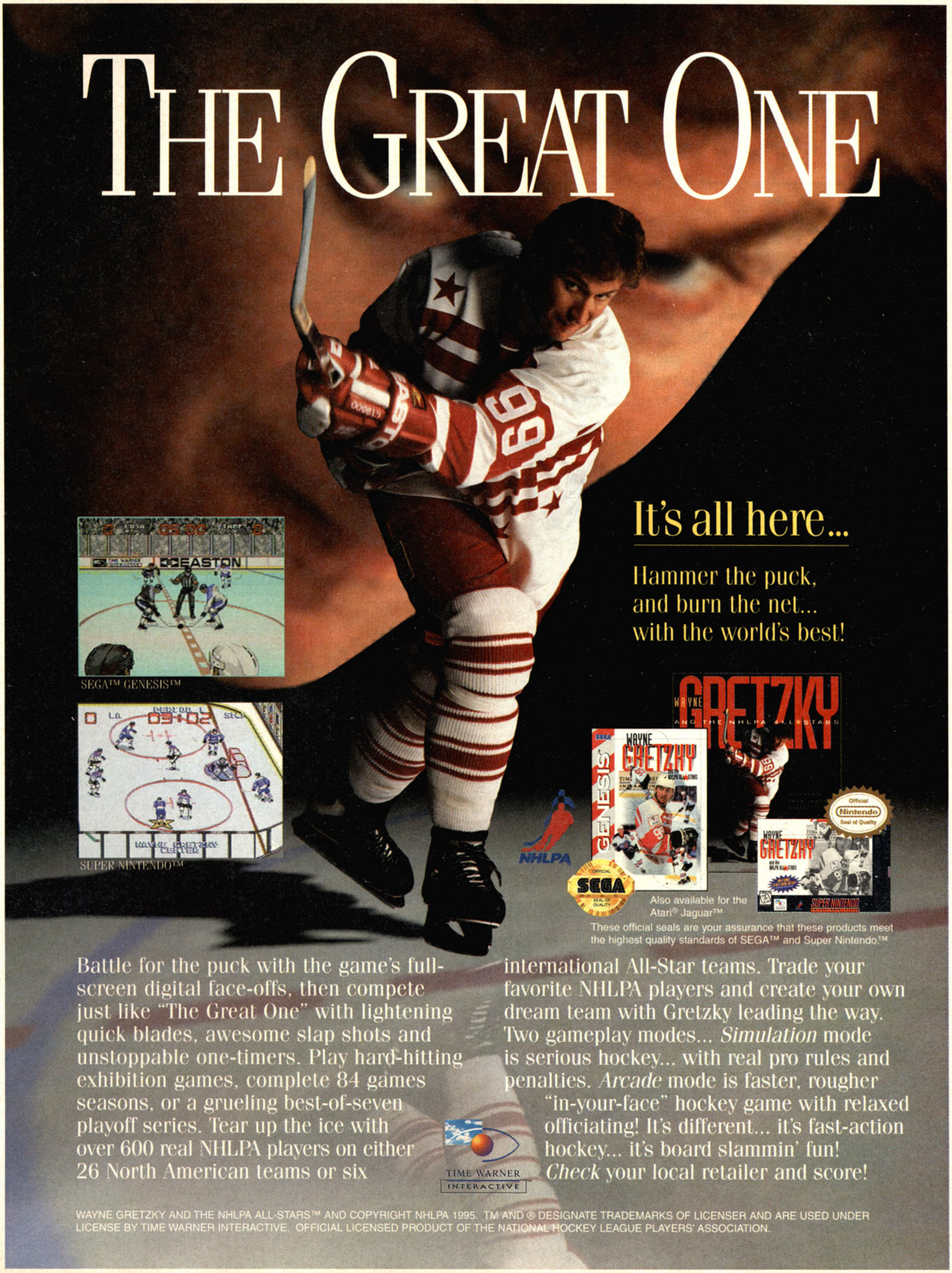
Go to the remaining village in 10,000 B.C. and collect a shrub, then head to Fiona's house in the desert in the medieval times. Enter the pit in the desert and beat the monsters there (they're weak against water spells). Go back to Fiona's house and leave Robo with her. Go to the present day where you find a forest that has replaced the desert. In the forest is a nunnery where Robo is left awaiting Lukka. After that, there is a tragic event concerning Lukka's past.

Lukka's Mother's Horrible Accident



What IS this thing?
Taban says to keep away from it, but it's so dusty.
I'll just...

If you don't want to witness this tragic event, heed this clue: Lukka's mother's name is Lara. G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Overseas from Japan

Future Fantasies

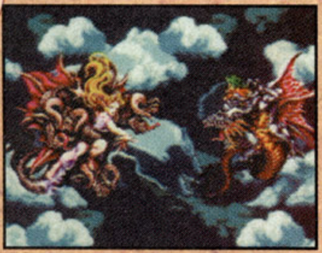
By Nob Ogasawara

At a press conference in early September, Square of Japan unveiled three major RPGs for the Super Famicom: Super Mario RPG, Romancing Sa-Ga 3, and Gun Hazard. Heavy hitters from Square and Nintendo lent gravity to the event. Present from Square were the games' producers, Square's president Tetsuo Mizuno, and composer Nobuo Uematsu (best known for the music of the Final Fantasy series). Nintendo was represented by Shigeru Miyamoto, the creator of Mario, and Hiroshi Imanishi, director of advertising and public relations.

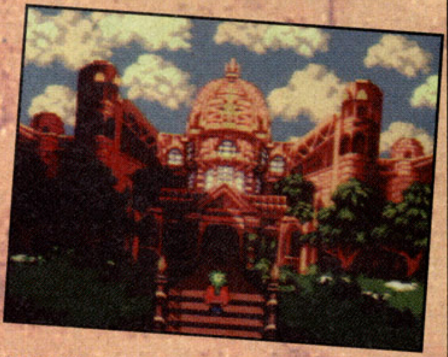
Romancing Sa·Ga 3

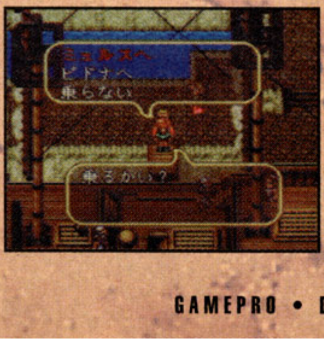
ロマンシング サ・ガ

Published and developed by Square
1 player
Available November in Japan
32 megs
RPG
Battery backup



This latest installment in the popular series of RPGs features Square's "free scenario" system. Unlike most Japanese RPGs that adhere to a linear story line, Romancing Sa-Ga 3 lets the player choose one of eight characters to embark on a multipath journey. As they progress, the player may come across the remaining seven characters who can become friend or foe as desired. It's also possible to add other characters to your party. Because of the huge number of variables in this game, it would be almost impossible for players to experience identical adventures (unlike in standard RPGs). With graphics and music on par with Final Fantasy VI, RS 3 should easily become Square's latest million-selling game.





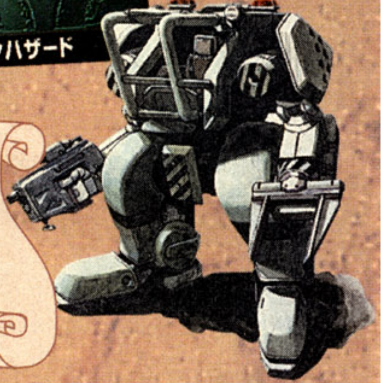
ミュルスへ
ピドナへ
乗らない

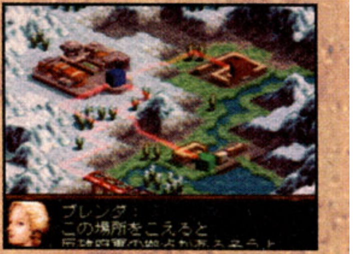
乗るかい？

Front Mission Gun Hazard

フロントミッションシリーズ ガンハザード

Published by Square
Developed by Square and Omiya Soft
1 player
Available January 1996 in Japan
24 megs
RPG
Battery backup

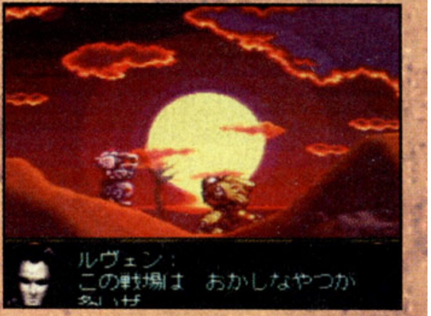




ブレンダ：
この場所をこえると

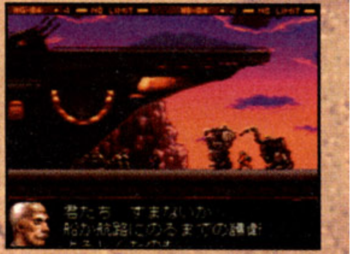
Gun Hazard is a spinoff of Front Mission, the heavy-duty war sim/RPG for the Super Famicom. The game design, however, is entirely different from the original. GH is essentially an action RPG that shares many similarities with Masaya's SFC Valken (known as Cybernator in the U.S.). In fact, Omiya Soft employs several of the key people involved in the Valken project.

The game is set in 2064, where the world's uneasy peace is shattered by a coup d'etat in Europe. The hero Albert Grabner, a NORAD armored Wanzar trooper, becomes embroiled in a brutal conspiracy and joins a mercenary force to avenge his honor.



ルヴェン：
この戦場は　おかしなやつが

You're first assigned to a certain territory on a world map. In the local area, you're assigned missions on a smaller map. Upon reaching the mission area, the view switches to a side-scrolling action field much like Valken. By successfully completing missions, you earn experience points and money that enable you to obtain better weapons, armor, and so on.



君たち　すまないか

GH's soundtrack is jointly written by FF composer Nobuo Uematsu and Chrono Trigger composer Yasunori Mitsuda. Add the gut-wrenching excitement of Valken and the RPG expertise of Square, and you end up with a killer game. Hopefully Square USA will see fit to translate this for the SNES.

contest

don't miss this one-timer

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The Official, Authorized Wayne Gretzky pictorial biography autographed by Wayne Gretzky! (valued at $50)

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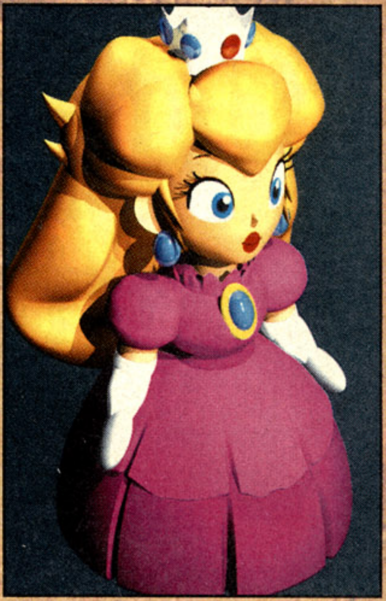
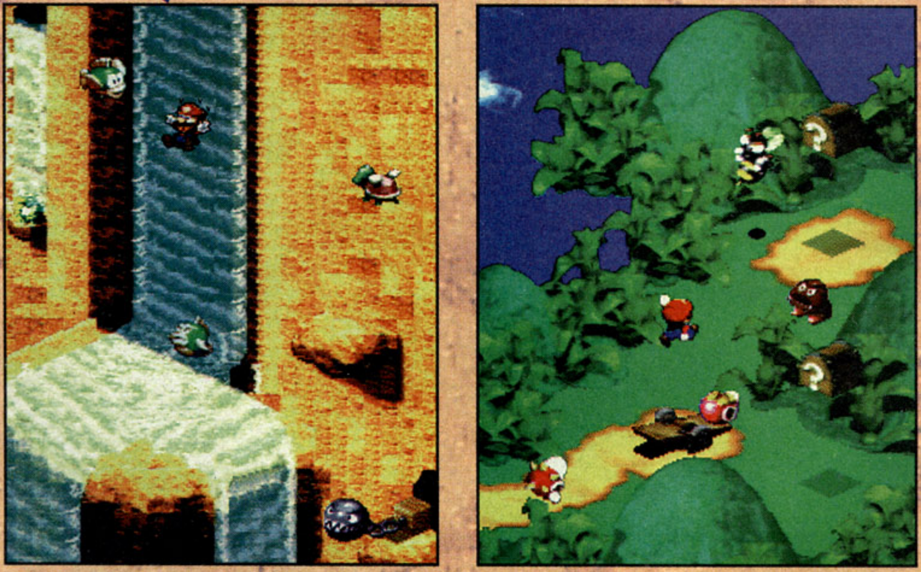
SUPER MARIO RPG™

スーパーマリオ RPG

Published by Nintendo
Developed by Nintendo and Square
1 player
Available January 1996 in Japan
and Spring '96 in the U.S.
32 megs
RPG
Battery backup



A New Look for Mario



This time, the mustachioed hero gets a new 3D perspective!

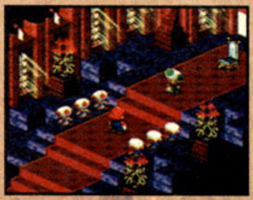
Who would have believed it? Nintendo teams up with arguably the greatest name in RPGs to create a mind-blowing RPG starring Mario and his cohorts!

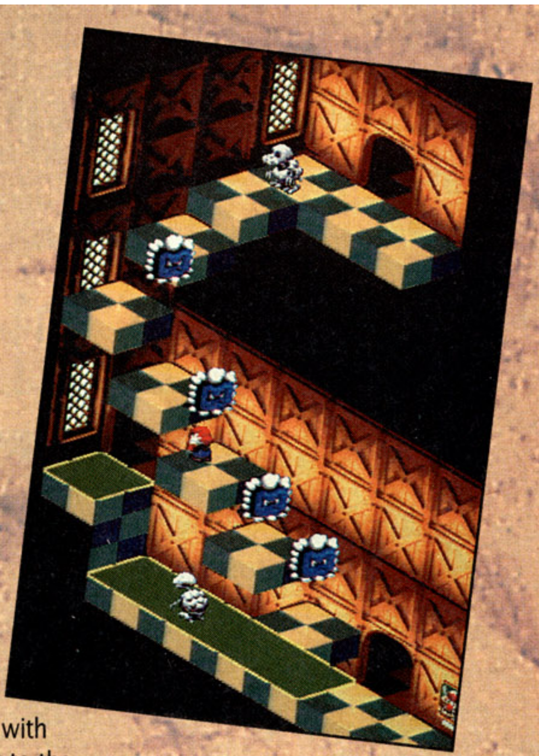
This project started two years ago when the two industry giants began preliminary discussions. "We wanted to make an RPG starring characters that have proven worldwide appeal," said Yusuke Hirata of Square and general producer of the game. "Mr. Miyamoto of Nintendo, Mario's creator, echoed our sentiments and wanted to see Mario in an RPG setting. After intense discussions about the use of characters, story, and setting, we began serious production last summer."

Although the game features such famous Nintendo characters as Mario, Yoshi, Koopa (Bowser), Princess Peach (Daisy), Kinopio (Toad), and other well-known Mario supporting characters, actual design and programming were handled by Square's staff with advisory support provided by Shigeru Miyamoto and other Nintendo staff. Asked if he had any reservations about letting an outside firm work with his best-known creations, Miyamoto said, "We've done joint work with external parties in the past - such as Rare on Donkey Kong Country and Argonaut on Starfox - so that wasn't a concern. We've always wanted to work with RPG experts such as the people at Square."

Rather than making a typical RPG featuring Mario characters, Square and Nintendo opted for a combination of action and command-style RPGs. On the diagonal-view playing field, Mario can move in eight directions, in addition to running and jumping. When Mario bumps into moving enemies, the screen switches to a Final Fantasy-style battle scene for command-based fighting. With some enemies, however, jumping onto them in a certain way won't trigger a battle.

Although the game may appear difficult because of the diagonal-view design (a problem that plagued Sega's Land Stalker), the reverse is true:



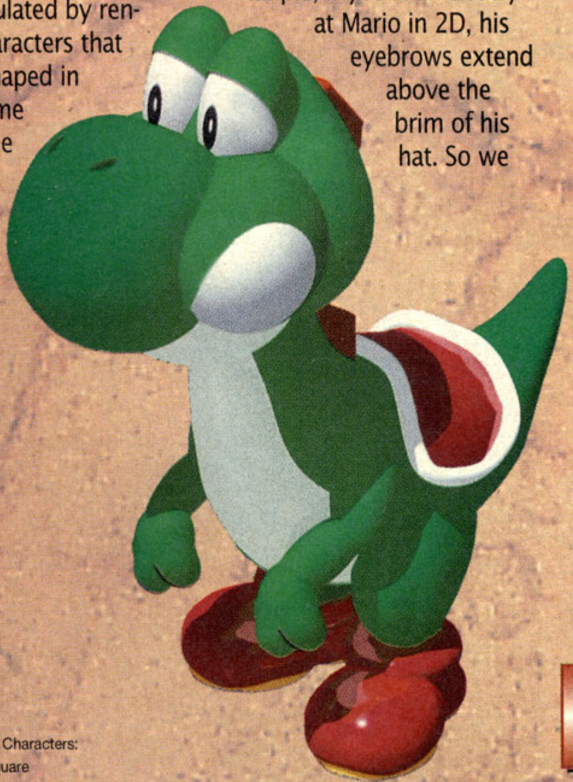


Square eliminated frustrating controls by simplifying the game system at strategic locations. For example, at a scene in which Mario is floating down a river on logs, the player only needs to press the Jump button at strategic locations to snag coins from the air without fear of dumping Mario in the river.

The diagonal 3D view world is populated by rendered 3D characters that have been shaped in much the same manner as the characters of Donkey Kong Country. "I'm very satisfied with Square's character designs," Miyamoto said. "We did have certain problems in going from 2D to 3D. For example, if you look closely at Mario in 2D, his eyebrows extend above the brim of his hat. So we had to contend with what to do with the eyebrows when seeing Mario head-on."

The story starts with Mario paying a visit to the Toadstool Kingdom where he is treated as an honored guest. But as he chats with the citizens, he receives word that once again Princess Peach has been kidnapped by Bowser and his minions. Mario then embarks on a journey in a spectacular world of fantasy.

Super Mario RPG should be released early next spring on the SNES. Square's producer said that after debuting on the Super Famicom, the series will likely continue on the Nintendo 64 (the Ultra 64's official title in Japan). Now the anticipation for the Ultra 64 is building to a fevered pitch...



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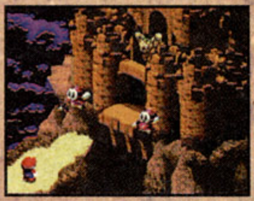

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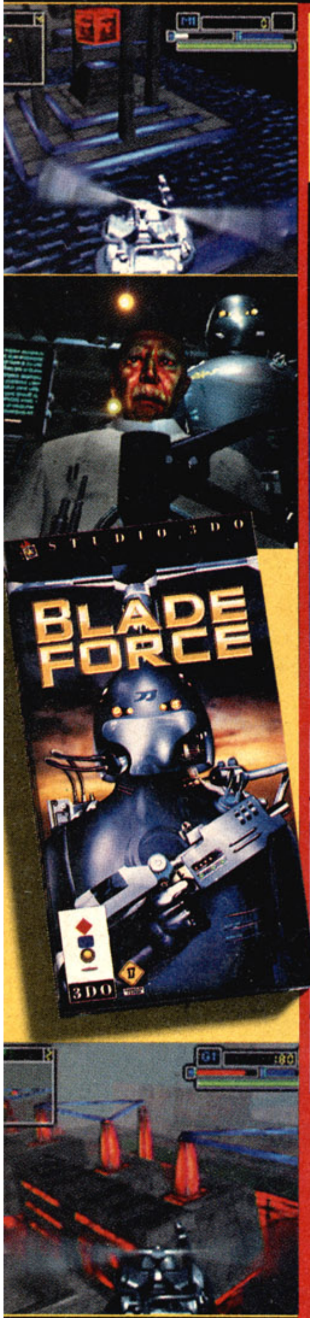
All Those In Favor Of Gun C



Who's responsible for these two NRA favorites? The warped minds at Studio 3DO, of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park–and every ride's an "E" ticket. See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com

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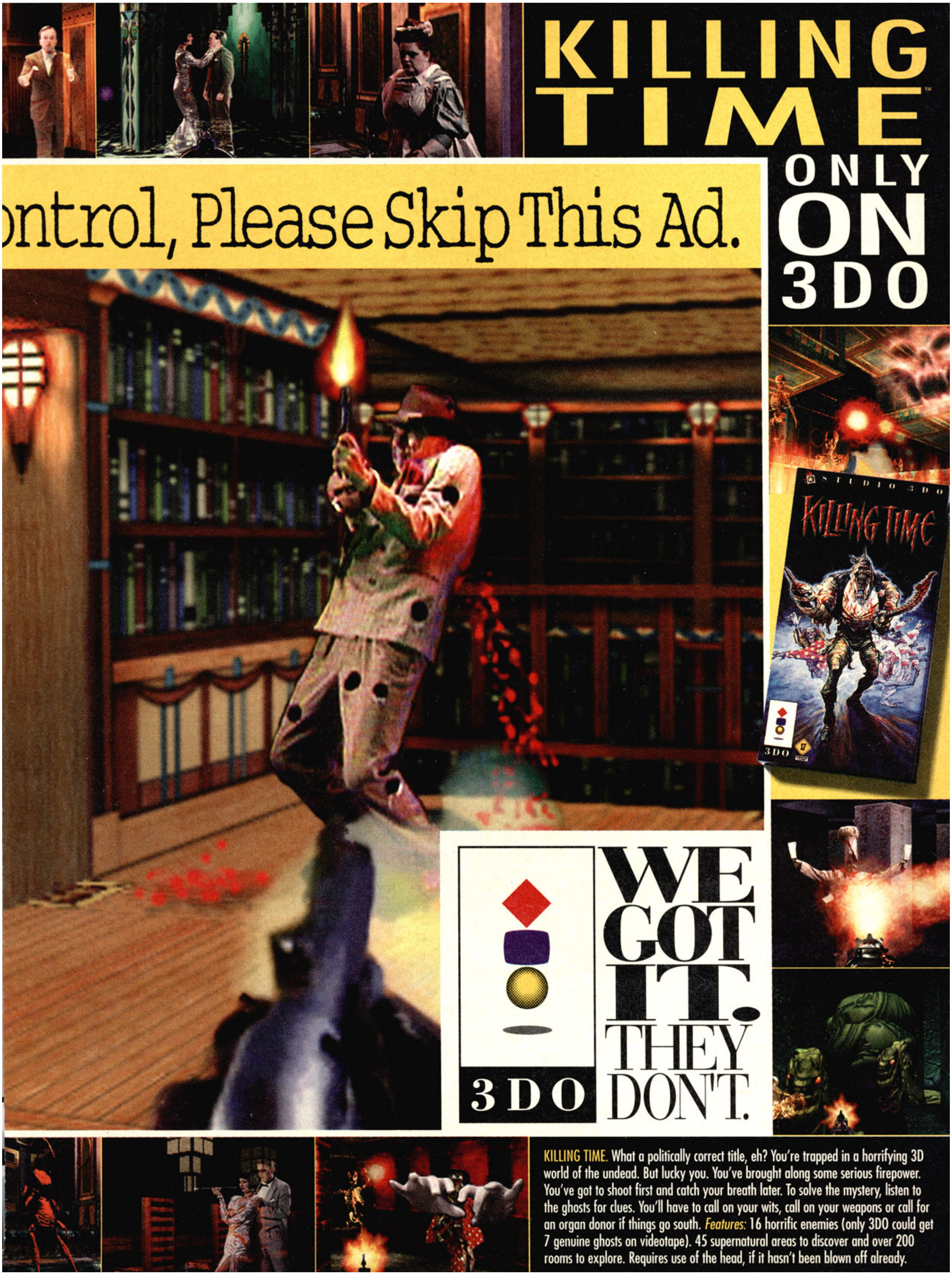
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WE GOT IT. THEY DON'T.
3DO

KILLING TIME. What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. *Features:* 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.

SUPER STAR WARS RETURN OF THE JEDI

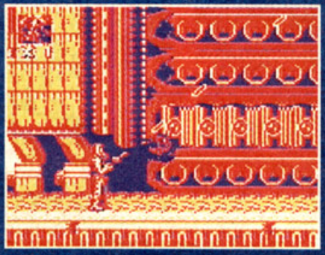
By Coach Kyle

George Lucas's classic film hits the small screen in a big way. Super Game Boy fans will have to search the galaxy long and hard to find something better than Super Return of the Jedi.

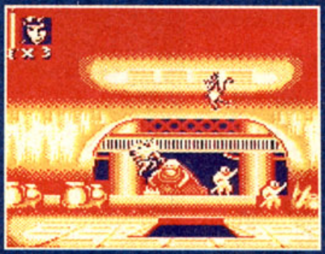
Return of Return

Jedi for the Super Game Boy approximates Jedi for the SNES. You get nine stages from the 16-bit game, including Wicket's fight through the Ewok Village and Luke's race on a Speeder Bike. While some of the SNES stages (such as the first flying level) are missing, the SNES bosses, including Jabba, the Rancor, and Darth, are all here.

As in the SNES version, the controls are first rate, mainly because you get such diversity. You play as five heroes – Luke, Leia, Han, Chewie, and Wicket – each with their own weapons and super jump. Add the ability to fly a Speeder Bike and the *Millenium Falcon*, and you have a game fit for a Jedi Master.



PROTIP: Chewie's long-range gun makes him a strong hero against Tatooine's many enemies.



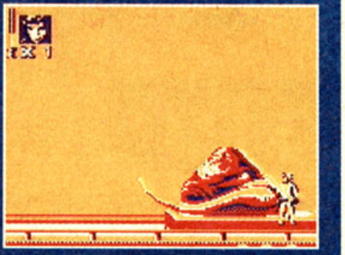
PROTIP: Watch where you fight in the dance hall. Enemies will lure you over floors that suddenly open up.

Dark Side

The graphics are weaker than the gameplay. The Tatooine and Ewok stages feature primitive backgrounds, and the forward-scrolling race is a blur. Fortunately, other stages, such as the Sail Barge level, are well detailed, and the bosses are big and imposing.

The sounds do a nice job of capturing that Lucas charm. The music changes appropriately for each stage, and the sound effects are generally effective.

Although slightly flawed, this is still one of the year's most fun and challenging handheld games. May Super Return of the Jedi be with you this holiday. G



PROTIP: Beat the Sail Barge boss by getting behind him and swinging away.

Super Return of the Jedi by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	5.0	4.0	Adjustable

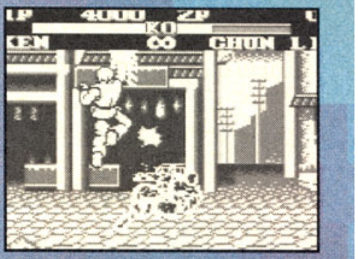
$34.95
4 megs
Available now
Action/adventure
9 stages
1 player

Multiple views
Multiscrolling
Passwords
ESRB rating: Kids to Adults

Street Fighter II

By The Axe Grinder

Yep, it's finally arrived. For those of you who can play games only on a Game Boy, this is your chance to play the classic one-on-one fighting game. Otherwise, this is the same old Street Fighter II with fewer moves and elements.

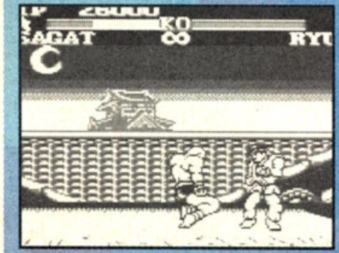


PROTIP: Trouble with aerial attackers? Characters with uppercut moves (like Ken's Dragon Punch) are perfect counters.

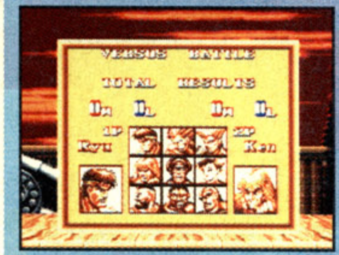
Road Warriors

The setup's decent. Of the nine playable fighters, most retain their special moves. The pokey two-button controls don't help much: There's a slight delay between the button motion and the move.

The three modes – Versus, Normal, and Survival – keep the fighting interesting. Survival's a nice addition: It gives you one life bar, but you fight each of the characters for only one round.



PROTIP: Use Sagat's Tiger Knee on a cornered opponent to smash them to smithereens.



Choose from nine selectable fighters, including three bosses.

The graphics are okay. The most impressive visuals are the colorful borders on the Super Game Boy that are lifted right out of the 16-bit version. Otherwise, the fighters are fairly well sized with some detail, and the original backgrounds are basically intact.

The music is the same as in the big-brother versions, but rinky-dink sound effects represent the various collisions and special moves.

Street Fighting Years

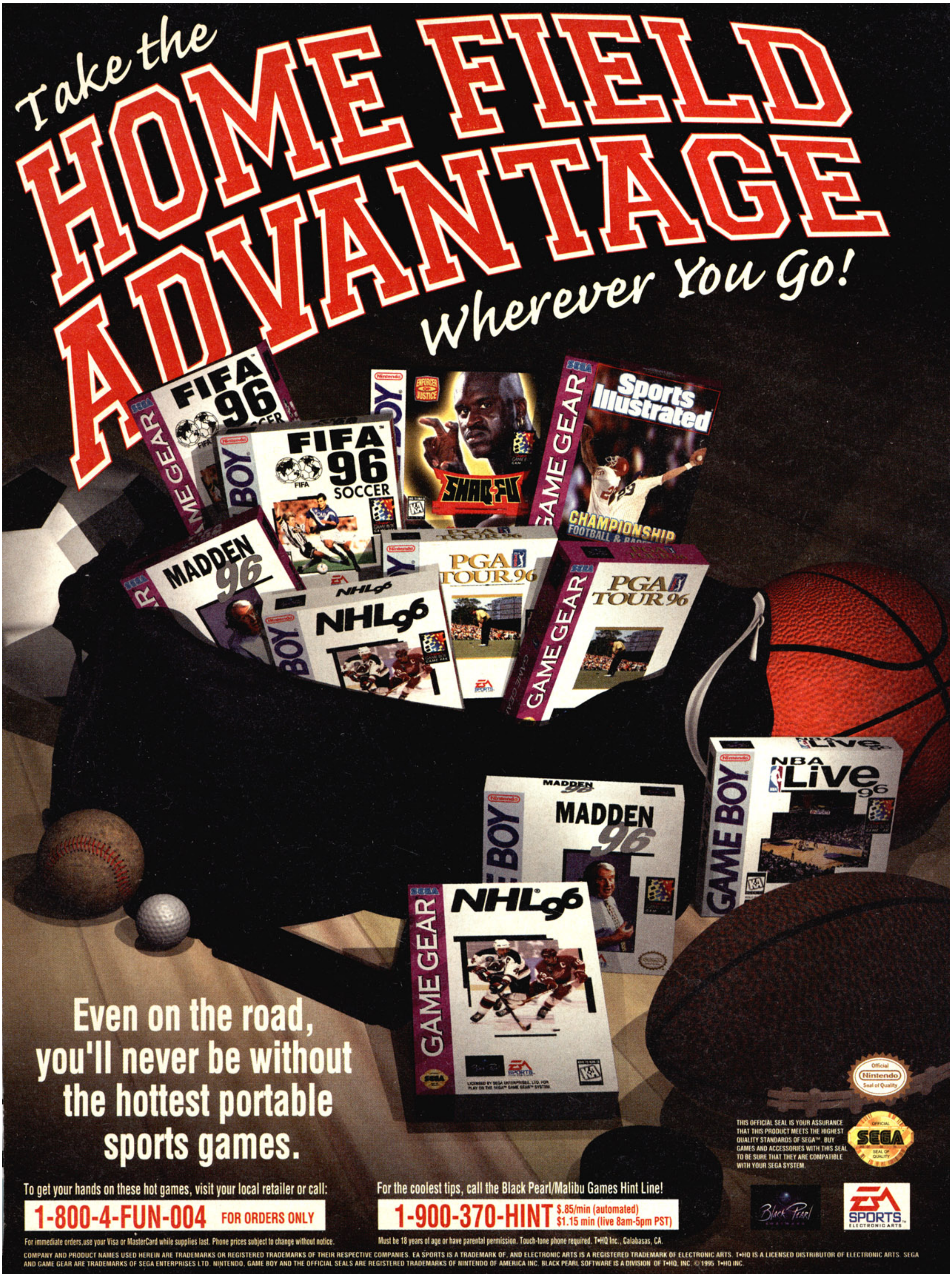
The real problem here is that the game's just plain old. After the many variations and upgrades on SF II, this version looks tired. The time for Street Fighter III was never better. G

Street Fighter II by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	2.0	2.5	2.5	Adjustable

$29.95
4 megs
Available now
Fighting
2 players

9 characters
Side view
ESRB rating: Kids to Adults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SUPER RETURN OF THE JEDI

By Quick-Draw McGraw

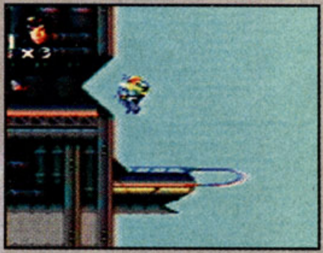
Is the handheld world ready to take on the Dark Side? Super Return of the Jedi, a hit on the SNES, rockets onto the Game Gear and brings the Force with it.

Vader Hater

The eternal struggle for peace in the galaxy pits young Jedi Luke Skywalker – along with his friends Leia, Han, Wicket, and Chewbacca – against the evil Empire. The Empire is assembling a new weapon, the rebuilt Death Star, and it's almost complete.

Choose between five of the rebel's finest as you undertake four tough missions: rescuing Han Solo from Jabba the Hut's clutches, destroying the shield generator on the moon of Endor, eradicating the Death Star, and wiping out the Dark Side once and for all.

Controlling the spread of evil has never been easier, thanks to Super Jedi's efficient controls. Fighting and dodging enemies is a breeze whether you're on foot, behind the wheel of the *Millennium Falcon*, or on a speeder bike.

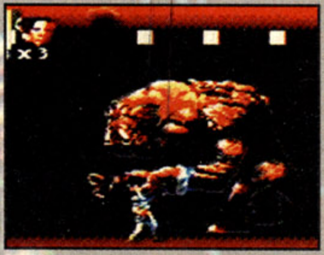


PROTIP: Go up platforms on the right side of the sailing barge to find a room full of power-ups.

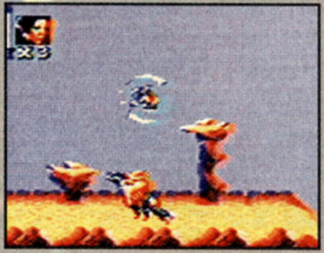
Garth Vader

Super Jedi's graphics and sounds make this a game fit for a 16-bit system. Crystal-clear sprites and backgrounds, backed up by an excellent rendition of the familiar theme music, make this cart a close second to the SNES version.

It's up to you to save the galaxy from Darth Vader and the Emperor, and it won't be easy. But Game Gear owners everywhere will love trying. Are you up to the challenge? If so, the Force is with you, young Jedi. G



PROTIP: Hit this boss from underneath, where he can't do much damage to you.



PROTIP: Princess Leia's best for the first mission.

Super Return of the Jedi
By Black Pearl Software

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	4.5	5.0	Adjustable

$34.99	1 player
4 megs	4 missions
Available now	ESRB rating: Kids to Adults
Action/adventure	

BATMAN FOREVER

By Quick-Draw McGraw

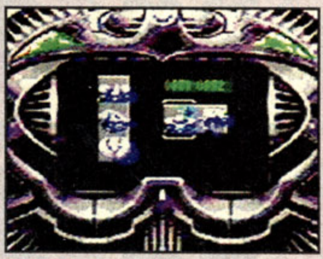
With a megawatt cast and wall-to-wall special effects, *Batman Forever* was one of last summer's biggest movies. Unfortunately, Acclaim's attempt to capitalize on the film's success results in a truly mediocre title for the Game Gear.

Riddle Me This

When Edward Nigma teams up with the evil Two-Face, the pair brings Gotham City to its knees – until the Dark Knight comes through in the clutch. With Robin nowhere to be found, the Caped Crusader (that's you) faces four levels of beat-em-up gameplay.

Drawing on a huge armory of bat gadgets, you must rescue hostages at the Gotham bank, disable a bomb at the circus, chase Two-Face through the subway, and rescue Dr. Chase Meridian on Claw Island. All in a day's work for Batman.

Although Batman has an arsenal of fighting moves like uppercuts and leg sweeps, they can be tough to pull off in a pressure situation. The slow gameplay gives you plenty of time to try. Using your grappling hook and bat glide is no picnic, either.

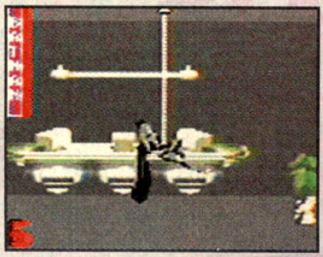


PROTIP: Don't skip past this screen. Choose the weapons you want now or suffer the consequences later.

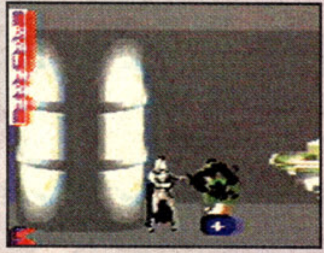
Blind as a Bat

Although Batman and his enemies look decent, the lack of onscreen objects and background effects quickly induces boredom. The repetitive music and weak sound effects will let Game Gear fans down.

Acclaim tried to pack a lot of options into this cart, but the sluggish gameplay, mediocre graphics, and weak sounds really kick this cart to the bat curb. G



PROTIP: Sometimes you can't see the floor above you, so fire your grappling hook straight up to reach it.

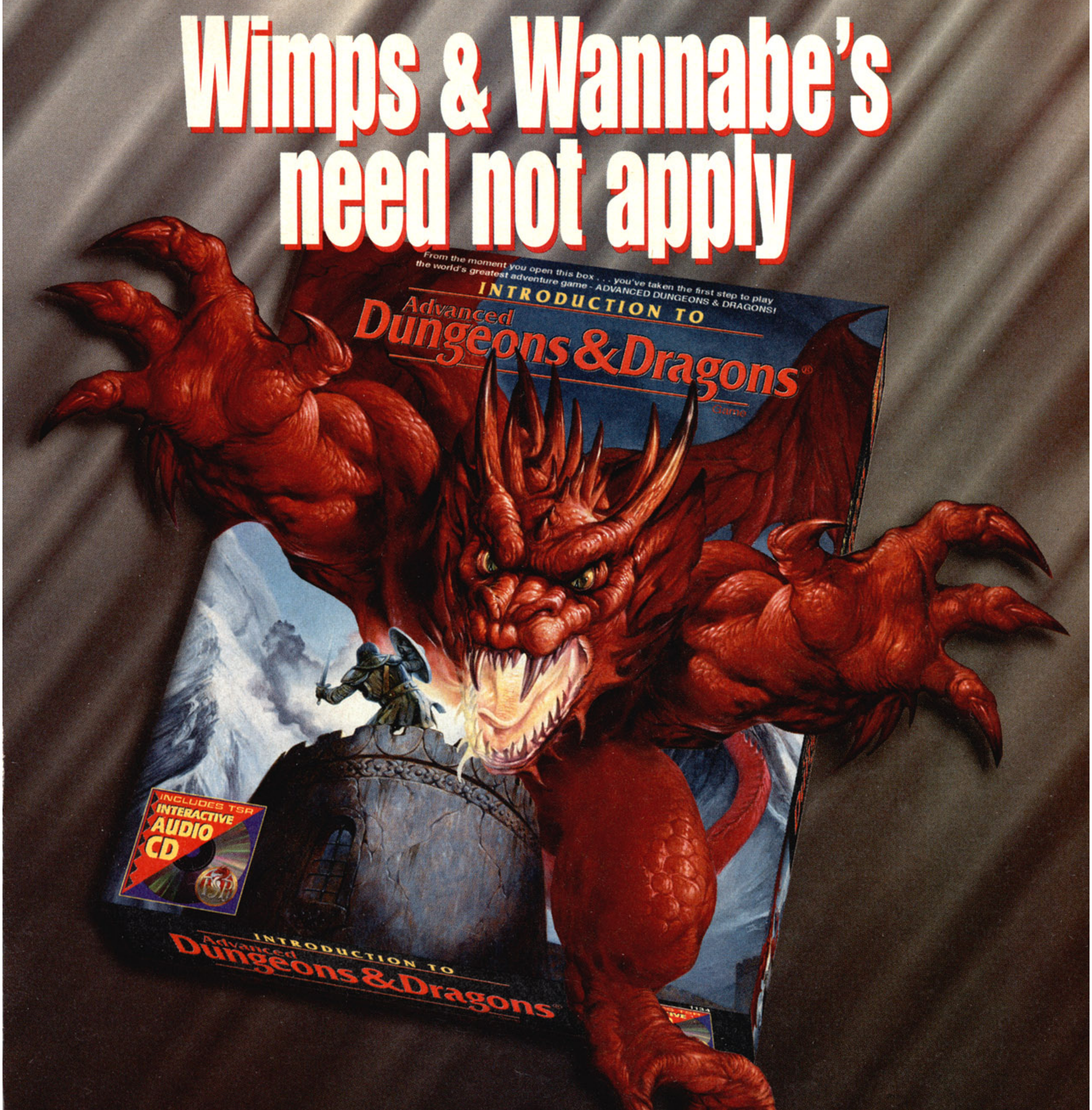


PROTIP: Destroy the few onscreen objects to find hidden power-ups.

Batman Forever by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	2.5	3.0	2.5	Adjustable

$44.95	1 player
4 megs	4 levels
Available September	ESRB rating: Kids to Adults
Action/adventure	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“...the best soccer game yet. Period.”
— *Game Pro*

Multiple skill levels let both rookies and pros enjoy the game. Practice mode can even turn rookies into pros. Which is good. ‘Cuz with all the formations, coverage, and strategy of real soccer, no one gets off easy in FIFA Soccer 96.

“One of the best soccer games I have ever played!”
— *Electronic Gaming Monthly*

3800 world class stars. 237 teams. 12 international leagues. One helluva’ world summit meeting. Complete with authentic and localized crowd chants. (Brazilian drums, Italian cheers, etc.)

Select Tournament
Brazilian
TOURNAMENTS
FIFA 96

“...the best 16-bit soccer game ever, and one of the best sports games in general!”
— *Game Sport*

You gotta defend your turf. So we gave you slide tackles. Body tackles. And elbow shots. ‘Cuz sometimes the best defense is a good, hard-hitting defense.

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be settled with legs. Not arms.

“Finally! The ultimate soccer simulation has arrived.”

— *Diehard Game Fan*

You better bring your big guns. This year, the goalies are smarter, faster and tougher. They even come out of the net and make leaping saves. Aggressive enough for you?

“The best soccer title ever!”

— *Electronic Gaming Monthly*

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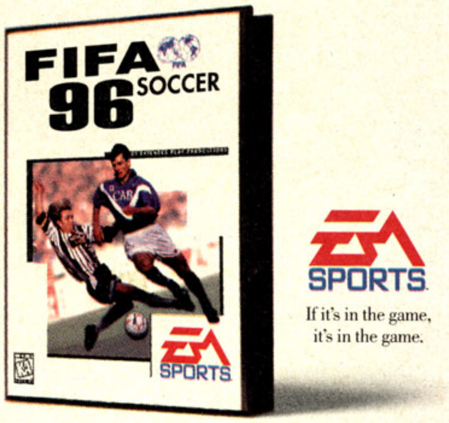

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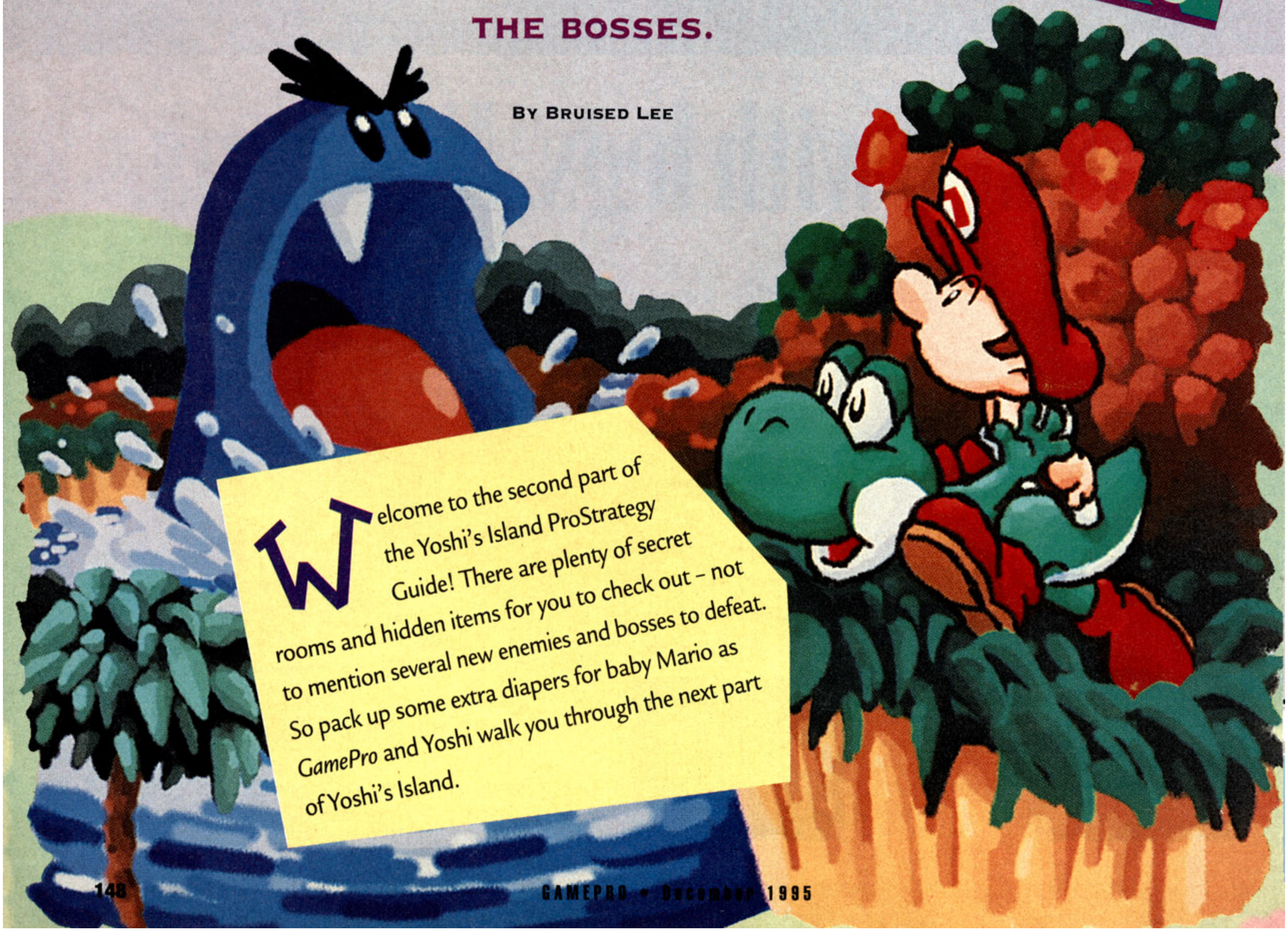
Yoshi's Island!

The Strategy Tour, Part 2

Super NES

IN THIS INSTALLMENT, WE GUIDE YOU THROUGH THE THIRD AND FOURTH WORLDS AND TEACH YOU HOW TO BEAT THE BOSSES.

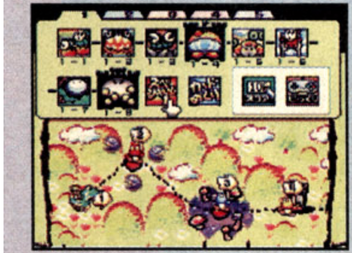
BY BRUISED LEE



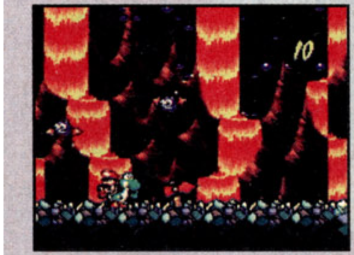
Welcome to the second part of the Yoshi's Island ProStrategy Guide! There are plenty of secret rooms and hidden items for you to check out – not to mention several new enemies and bosses to defeat. So pack up some extra diapers for baby Mario as *GamePro* and Yoshi walk you through the next part of Yoshi's Island.

PERFECT SCORE

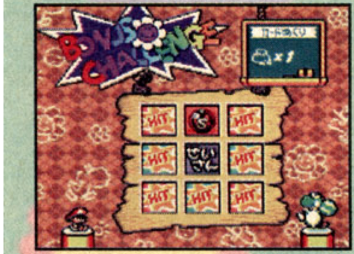
If you collect all the items (30 stars, 20 red coins, and 5 flowers) in each level, you get a perfect score. If you achieve a perfect score for all eight levels in a world, you can go to a bonus level and play one of the bonus games.



Earn a perfect score on all eight levels, and two new areas are accessible.



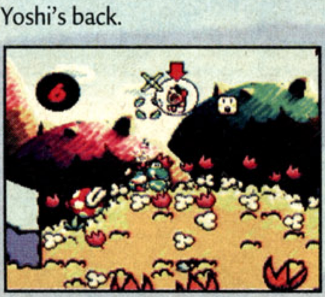
The goal of the bonus levels is to collect all the items. The difficulty in these levels has been sharply increased. The bonus levels in the worlds are each different. Good luck completing them!



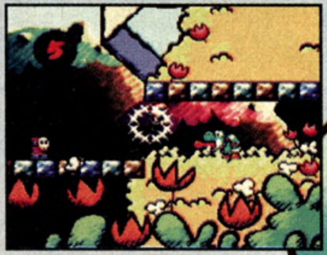
Having trouble winning the bonus games? Here's your chance to practice.

WAYS TO RECOVER MARIO

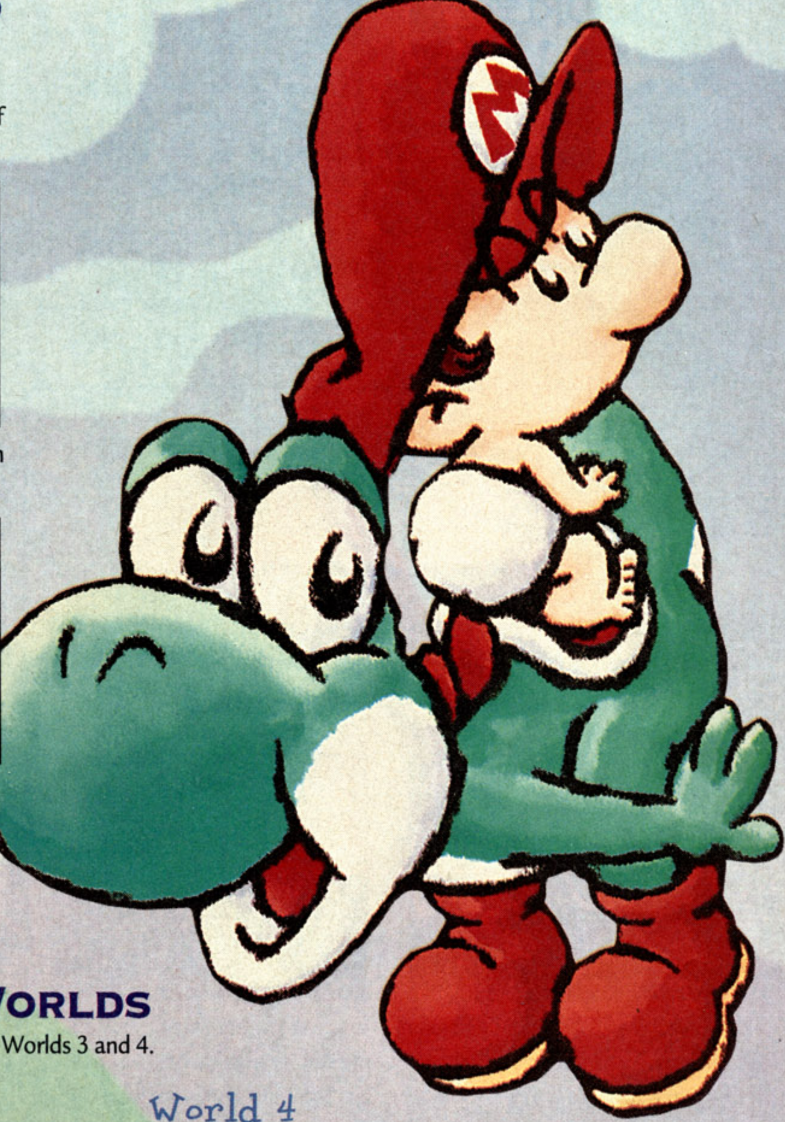
Besides jumping at him, there are other effective ways to recover baby Mario when he's knocked off Yoshi's back.



If Mario is high in the air, shoot an egg at him.



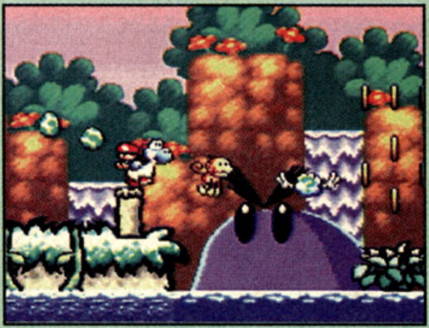
Yoshi's tongue can be used to grab Mario back.



ABOUT THE WORLDS

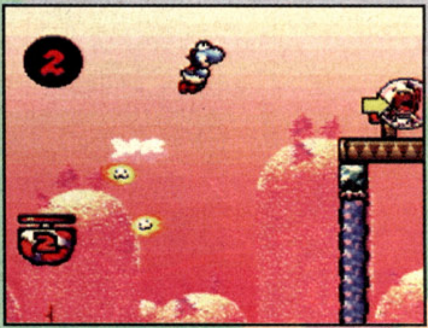
Here's what's in store for Yoshi in Worlds 3 and 4.

World 3



Most of the levels in World 3 are filled with mud and water, making it awkward for Yoshi to move and jump. Another problem in World 3 is the monkeys that roam freely in each stage. Given the chance, the monkeys will snatch the baby right off Yoshi's back. These thieves are very annoying and can quickly steal Mario away if Yoshi doesn't retrieve him fast enough.

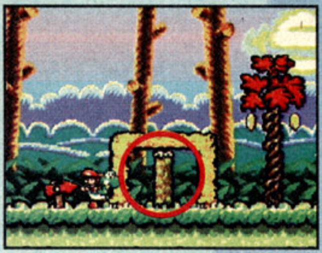
World 4



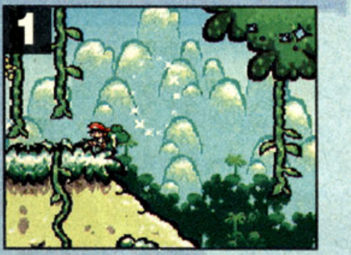
World 4 takes excellent timing and good use of Yoshi's jumping and floating skills. Most of the levels in this world take place in the sky, with only small ledges to jump on. To make matters worse, a hit from an enemy can bounce you off the ledges. To ensure a safe jump, shoot down any enemies you see.

WORLD 3-1

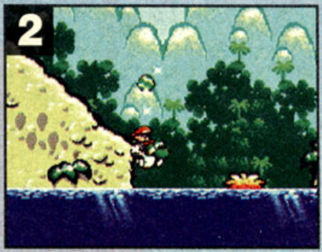
The first stage is made up of three sections populated with hanging monkeys throughout the levels. Have plenty of eggs handy to shoot the monkeys down – they try to steal Mario every chance they get.



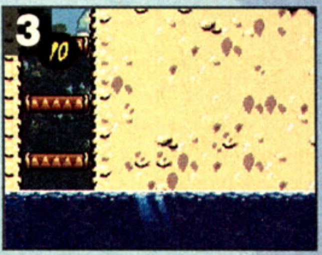
At the start of the level, dive-bomb through the yellow blocks and pound the pillar into the ground to find the hidden question mark.



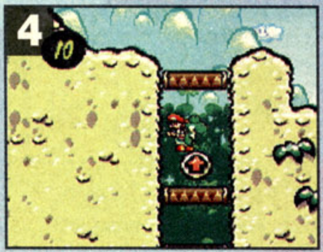
Walk down the hill after the halfway marker in the second section of the level.



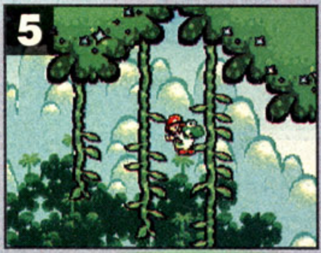
Dive-bomb into the water and quickly move to the left. Yoshi should be underneath the hill.



Continue to walk underneath the hill until you reach the small ledges. Climb up the ledges from here.



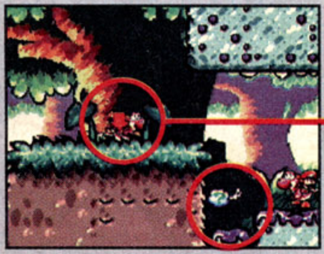
There's a bouncing arrow near the top of this area. Bounce off the arrow into the trees high above.



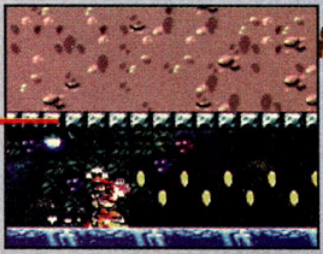
In the hidden room, collect the free 1-ups at the top of the trees.

WORLD 3-2

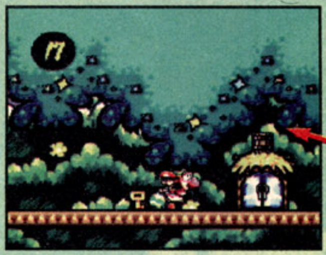
Unlike most stages in the game, there's only one section in this entire level. However, you do get a break from the troublesome monkeys that plagued the previous stage. This level basically requires you to jump several pillars.



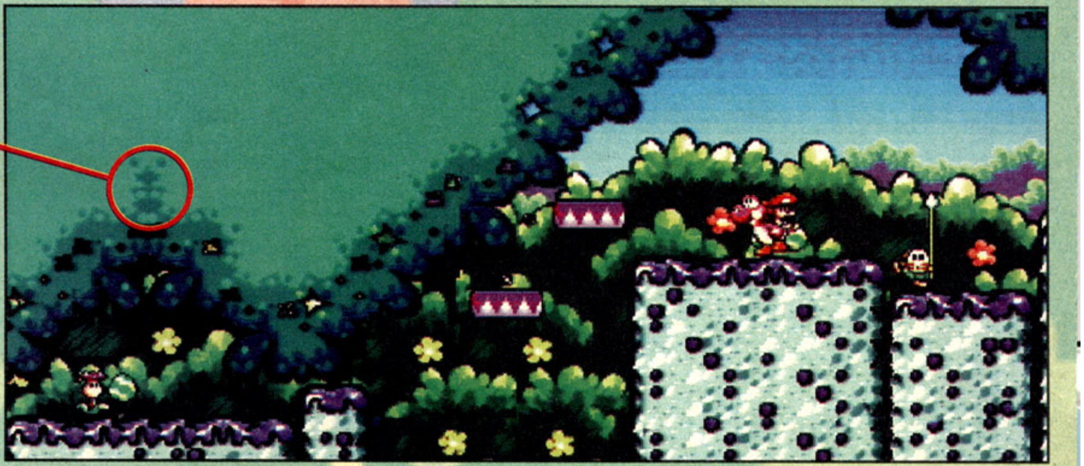
Halfway through the first part of the level, you'll find a red switch hidden directly to the left of this small hill. Hit the switch and press Down at the location of the flashing arrow.



Inside the bounce stage, ride on the dog's back. He helps you collect the coins above the water.



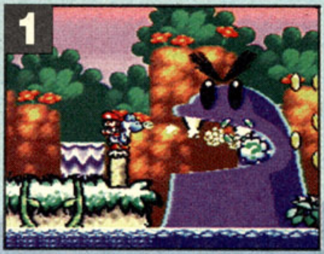
Use the key found earlier in the level to open the door to the hidden room.



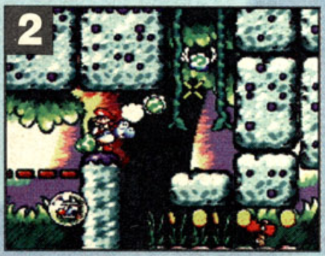
There is a hidden room in the trees at the very top of the screen in the first part of the level. Jump over the red rotating platforms to the left to find the room.

WORLD 3-3

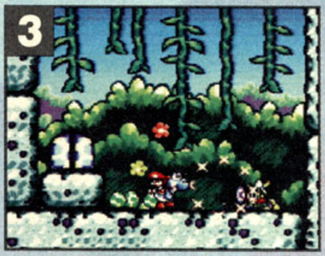
Most of this level is made up of mud and water, two elements that slow down Yoshi's fancy footwork. Don't let the slow pace of the level throw off your jumping and attacking skills.



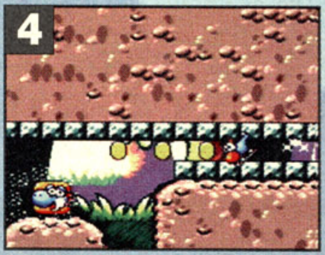
Shoot the water monster with an egg to allow more time to collect all the coins in the first section of the level.



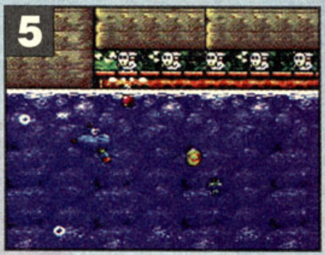
At the end of the level's second section, shoot the floating question mark to reveal a hidden door.



When all the enemies in the room are destroyed, a flower appears. Grab the flower and exit the room.



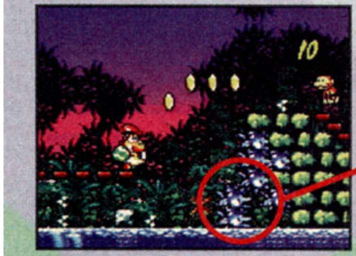
Outside the hidden room, transform into the helicopter and fly back to the bottom left of the level. Change back into Yoshi and enter the door in the corner. This door starts the next section.



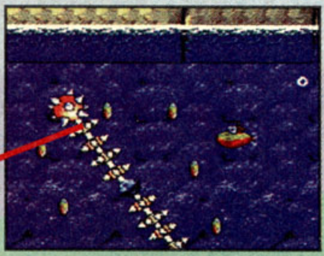
Transform into the submarine. Collect all the submerged coins while moving to the right toward the exit.

WORLD 3-4

Several doors and paths make up this level. Enter each door to find the items in the level. Most rooms are very direct. If you want to go straight to the mid-level boss, you can skip most doors.

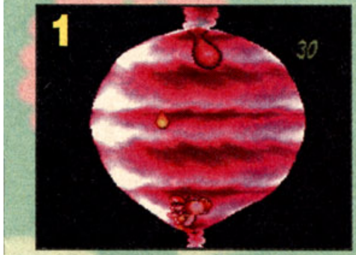


In the first section of the level, shoot the spikes near the water to find a hidden door.

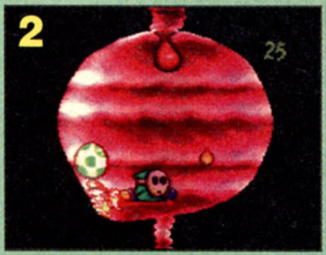


Once inside the hidden room, transform into the submarine and collect all the submerged coins.

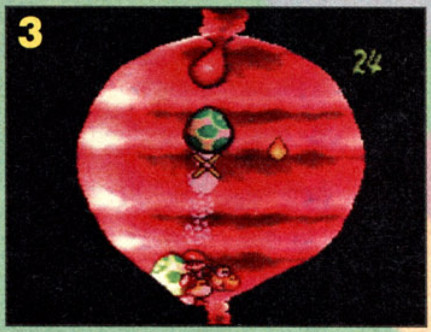
MID-LEVEL BOSS



Yoshi and Mario are shrunken and eaten by a frog! Inside the frog's digestive system, avoid the acid drops.



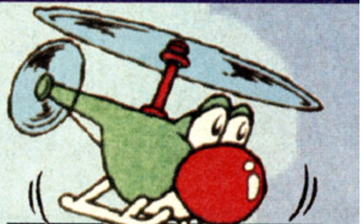
When enemies fall down, turn them into eggs for ammo.

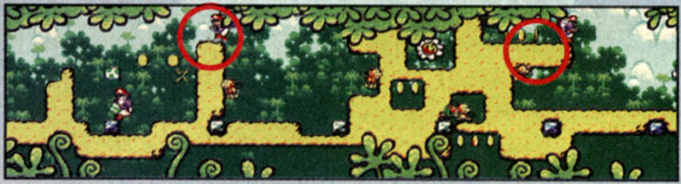


Shoot eggs at the frog's tonsils at the top of the screen. It takes ten hits to make the frog croak.

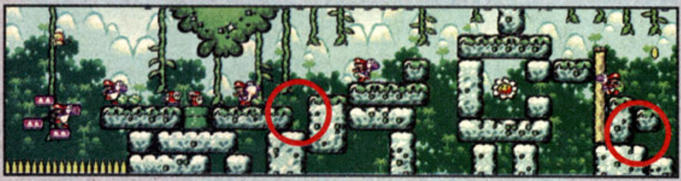
WORLD 3-5

You can destroy most of the floor in the first section of this level, so be careful where you shoot eggs – you'll make holes in the floor. While surrounded by enemies in the other two sections, you must jump on trees and small rotating ledges. To ensure safe jumping, destroy the enemies first.

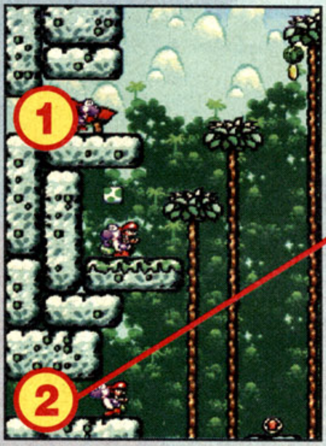




At the end of the level's first section, you'll find two hidden question marks inside the yellow blocks.



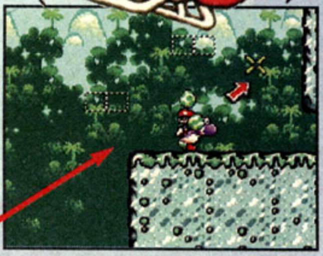
Just after the halfway marker in the second section of the level, two question marks are hidden between the rocks.



There is a hidden bonus room directly below at the start of the third section of the level.

1) Start of the third section of the level

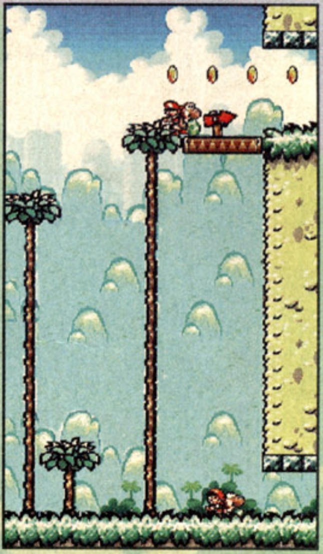
2) Hidden room



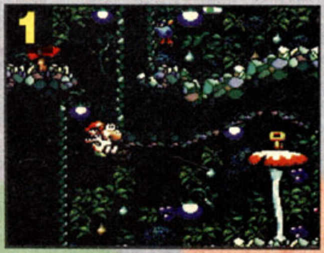
To find the red switch inside the hidden room, shoot an egg in the direction the arrow is pointing. Jump on the switch to make the invisible blocks appear.

WORLD 3-6

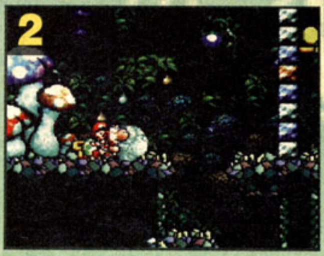
The cave in the second section of the level is where most of the action takes place. Although the cave is extremely large, most items are easy to locate. Use the tips below to help you find your way out.



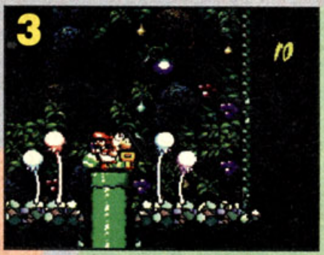
There are two ways to enter the second section of the level. The top entrance leads to a key location in the cave. Jump on top of the trees in the beginning of the first section to reach this location.



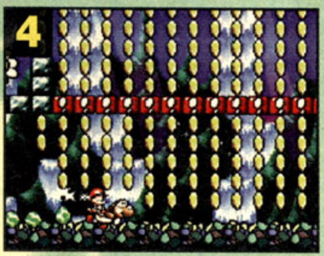
Take the top entrance of the cave and grab the key. This key is your ticket out of the level.



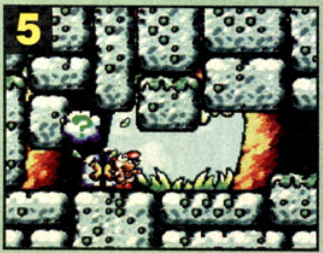
Push the rock to the bottom right of the level. The rock lets Yoshi jump up to a ledge that is otherwise out of reach.



Before you use the key on the door, go down the pipe at the bottom-right corner of the cave.



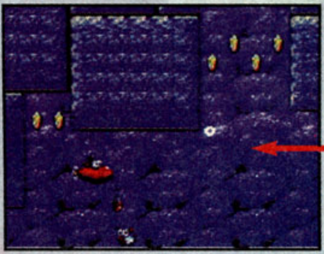
The pipe leads to a bonus room with two red switches. Jump on the switches to collect all the coins.



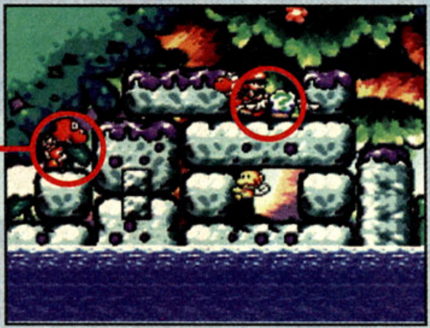
There is a hidden red switch above the door that leads you out of the cave. Before you activate the switch, walk to the right and shoot the floating question mark. The question mark turns into stairs that lead up to some invisible coins. Now hit the switch to collect all the coins.

WORLD 3-7

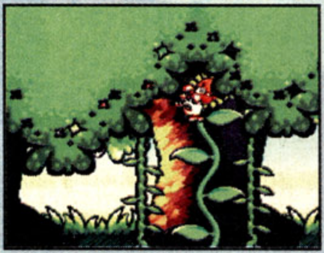
This is the smallest level in this world, and it has only two hidden items! The killer fish in the third section compensate for the level's meager size. If the fish grab you in their jaws, it's lights out for Yoshi and baby. Eggs have no effect on these swimming menaces, so your best bet is to jump over them.



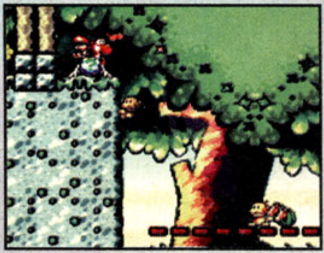
Inside the bonus room, transform into the submarine and collect all the coins.



There's a red switch near the end of the level's first section. The hidden question mark is between the two rocks.



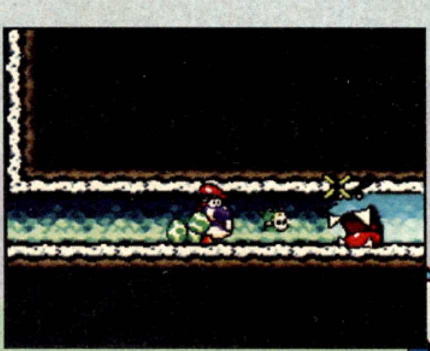
There's a question mark above the water approximately halfway through the second section of the level. Shoot the question mark and turn it into a large flower. Climb to the top of the flower to find a hidden room.



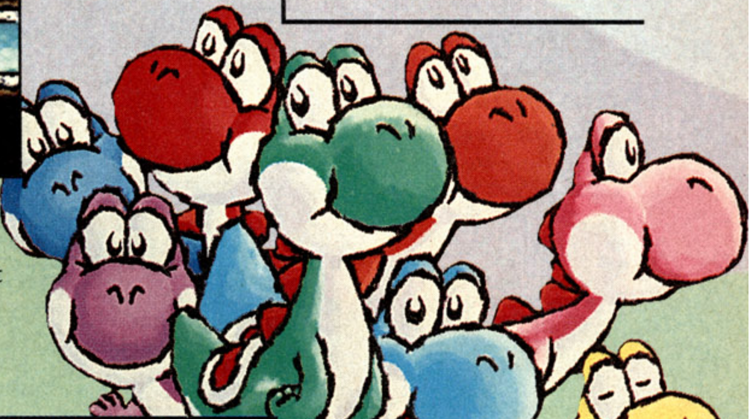
At the end of the second section, bounce on one of the monkeys to find the hidden question mark.

WORLD 3-8

Yoshi won't have any problems finding his way through this basic castle. The castle itself is more of a training session for the end boss. Here you must master the skill of shooting eggs at an angle to obtain all the items. This same pattern is used to defeat the boss.

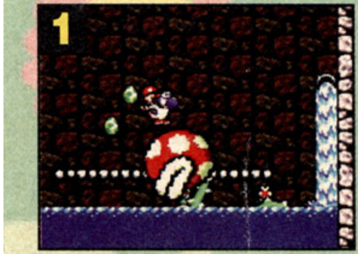


In some parts of the castle, you face off against oversized ghosts. Turn the enemies that they spit out into eggs. Fire the eggs at the ghosts and proceed.



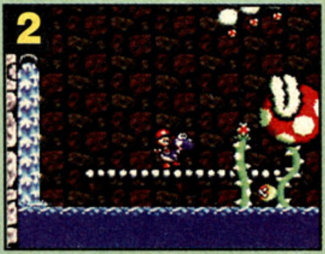
END BOSS

1



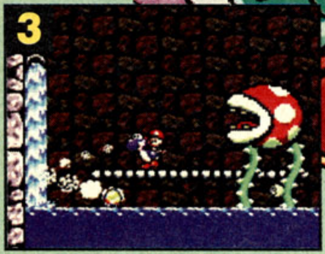
Jump over the plant when it charges.

2



When the plant spits enemies at you, wait for them to land on the ledge, then turn them into eggs. You can turn the enemies into ammo only when they land.

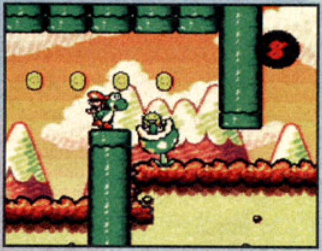
3



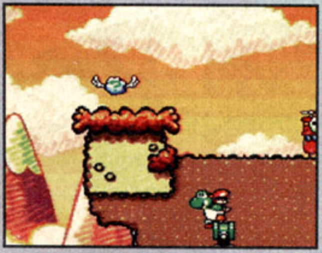
To score hits on the plant, turn away from it and angle your shots underneath the ledge. You must hit the small bud on the plant's main stem. It takes three hits to destroy the plant.

WORLD 4-1

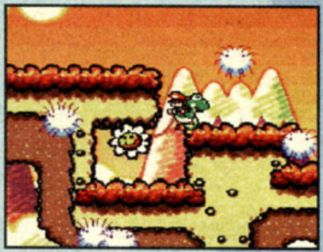
Flying turtles are in full force! Be sure to have plenty of eggs to shoot them down. There are only a few hidden items here, so concentrate on completing the level.



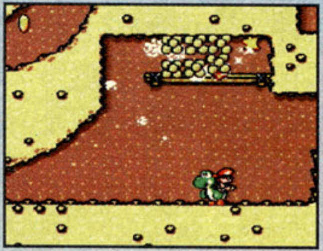
In the first section, go down the pipe by the green plant. This pipe takes you to a coin-filled cave.



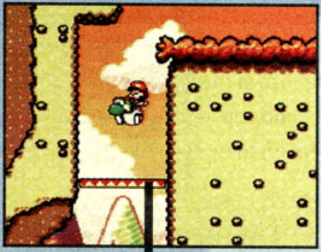
At the start of the section where the bullets attack, you'll find a hidden question mark near the top of the left ledge.



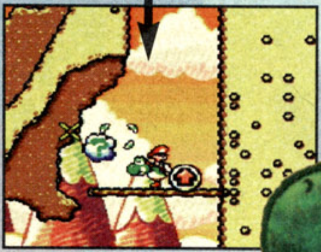
In the second section, Yoshi meets the floating white fuzzy creatures once again. Avoid touching them at all costs.



In the beginning of the third section, shoot the yellow blocks that are holding the gold star hostage. Once you grab the star, Mario can climb the walls and collect items along the way.



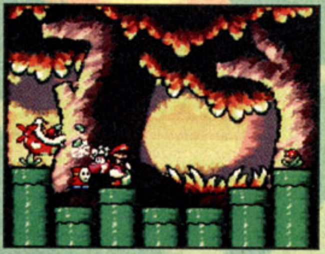
At the very end of the level, walk off the ledge to the left. Dive-bomb through the small platform to find a hidden question mark.



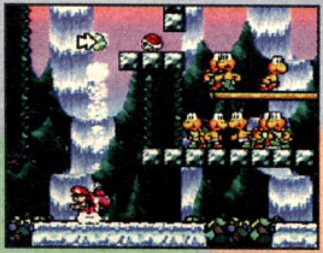
To the left of the arrow is a hidden question mark. After grabbing it, use the bouncing arrow to reach the top and complete the stage.

WORLD 4-2

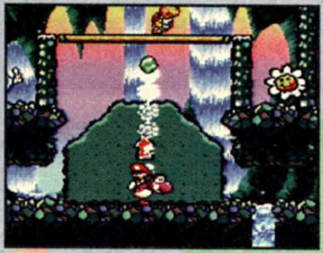
To grab all the items inside the cave, perfectly time your shots at the rotating arrows. There are no hidden rooms or question marks in the level. Use the tips to help you collect all the items.



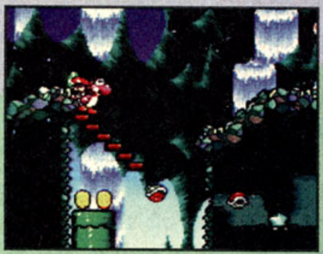
At the beginning of the level, shoot the plant at the far left of the screen and go down its pipe.



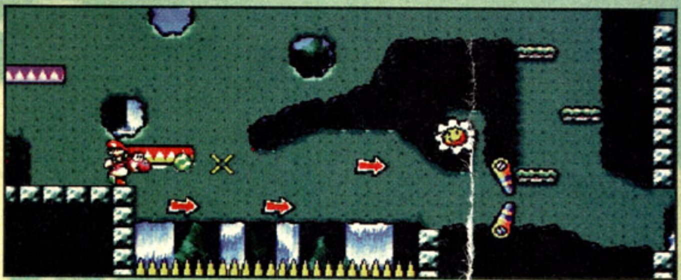
The pipe takes you to the beginning section of a cave. Shoot the rotating arrow as it's about to face the small opening to the right. If you time it correctly, you'll hit all the turtles and get a 1-up.



There is a turtle walking back and forth on a ledge halfway through the first section of the level. To reach a flower icon, shoot an egg toward the left side of the turtle.



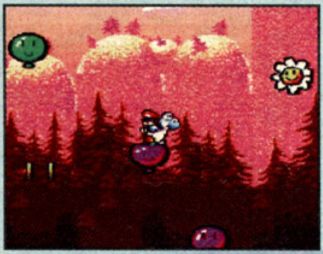
At the beginning of the second section, kick the turtle shell to the right. The shell will jump across the stairs, break through the block, and reveal a flower. Go down the pipe to grab the key.



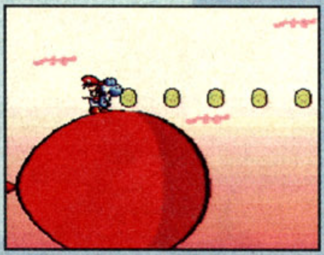
Near the end of the level to the right of the spikes is a flower inside a small hole. Shoot an egg from the ledge. As you shoot, jump onto the blocks to the right. The egg bounces off the flippers and hits the flower.

WORLD 4-3

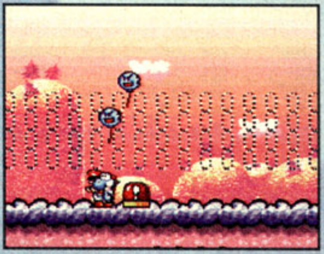
In this sky level, Yoshi must jump from balloons and small ledges. There is only one hidden question mark in the first section of the level, so concentrate on completing the difficult jumps.



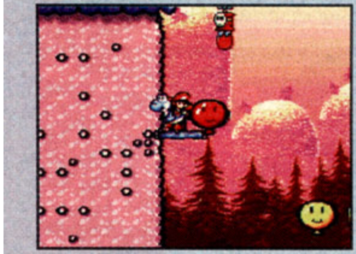
Ride the balloons to the right of the small ledge so you can grab the floating flower.



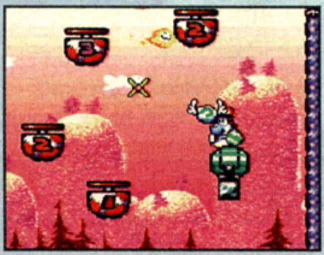
At the start of the second section, shoot the yellow blocks to release a bouncing arrow. The arrow takes you to a place where you can inflate a large balloon. Ride the balloon and collect coins along the way.



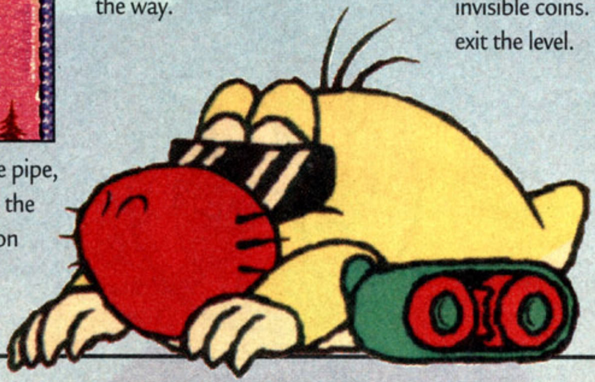
Rather than exiting the level after riding the balloon, go back toward the beginning of the stage. When you see three small balloons floating around, shoot them to release a red switch. The switch activates invisible coins. Grab the coins and exit the level.



Ride on top of the balloons at the start of the level, then jump on the small ledge. Shoot the enemy that holds the red coin. Grab the coin and jump back on the balloons.

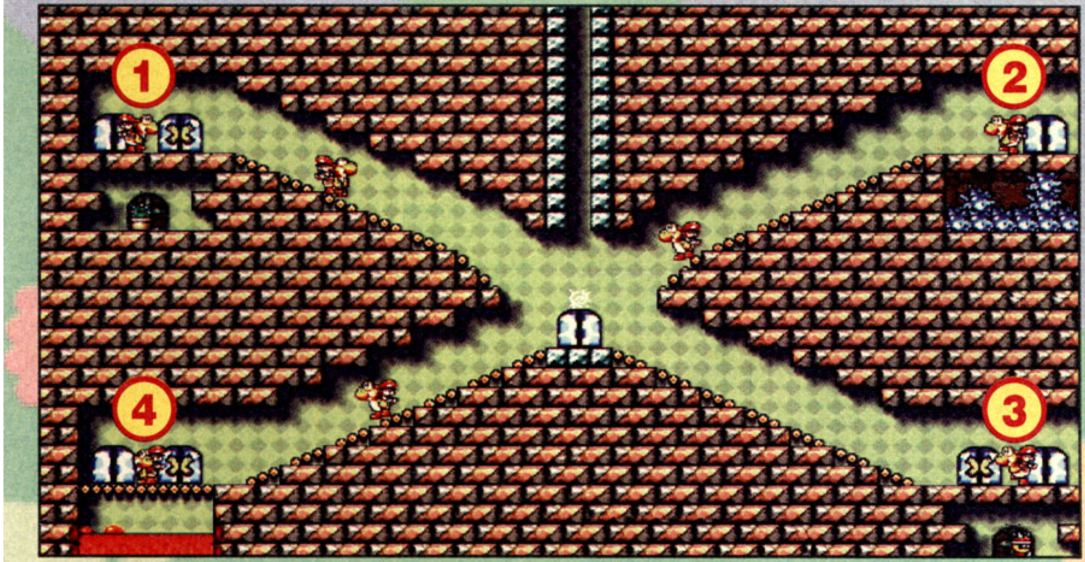


When you come up from the pipe, you'll see a bullet shooter to the right. Get the hidden question mark on top of it.



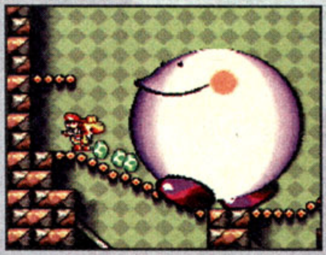
WORLD 4-4

In the first section of the level, a huge Pac-Man–like creature chases you. The creature eats the ground as it pursues Yoshi. As you flee, watch your jumps, not your speed.

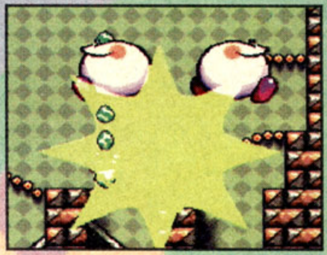


In this section of the level, Yoshi must collect a key from each corner door. After you collect each key, enter the center door. You need every key in the center room. Grab the keys in the order shown on the map.

MID-LEVEL BOSS



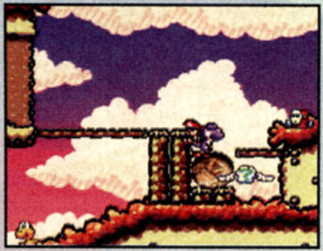
Don't let this oversized marshmallow get too close – eggs and normal jumps have no effect on it.



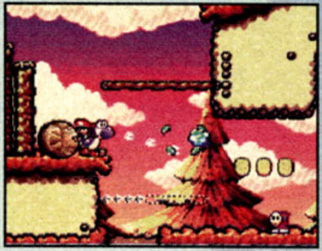
Use dive-bomb attacks to defeat the boss. Each time you attack, he splits into smaller versions of himself. Concentrate on one set of smaller bosses at a time and keep dive-bombing him until all his little duplicates are gone.

WORLD 4-5

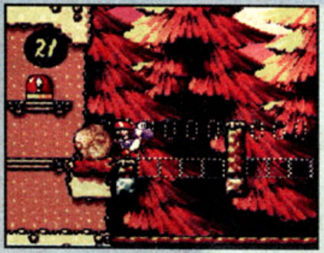
You push a rock through this entire level. The rock reveals hidden question marks. The following are the main spots to use the rock.



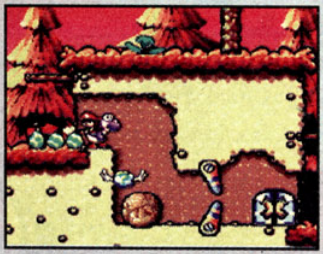
At the beginning of the level, push the rock to the double set of pillars. Dive-bomb the pillars into the ground and push the rock down. There's a hidden question mark here. Keep pushing the rock through the level.



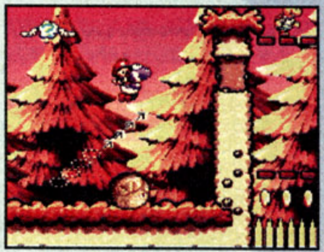
Shoot the question mark just above the small hole in the left corner of the level. The question mark makes a small bridge over the hole so you can continue to push the rock to the right. Don't let the rock fall in the hole.



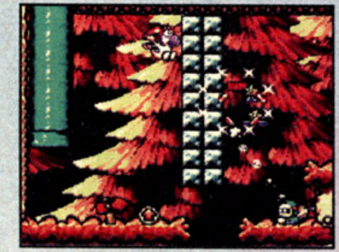
There is a red switch and some pillars near the end of the first section. Dive-bomb the pillars so they're flush with the invisible blocks. Hit the switch and push the rock to the end of the level. Then jump on top of the rock and go through the door above you – not the door below you.



At the beginning of the second section, push the rock to the right. Break through the yellow blocks to find a hidden question mark.



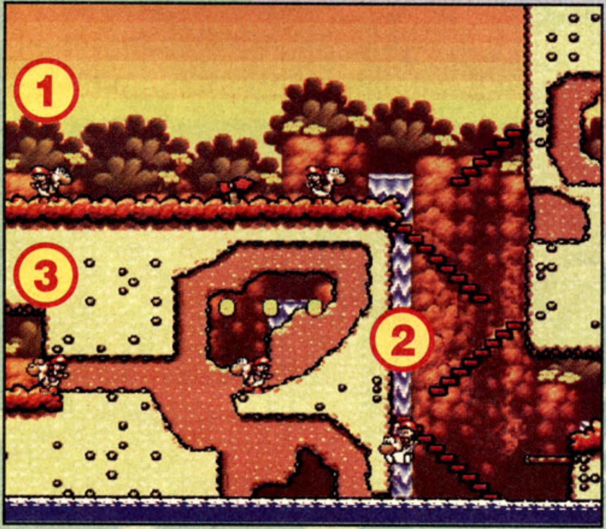
Use the rock to help you jump through the small gap in the side of the wall. Then go down the pipe to the right of the hole.



To get the flower in this room, first shoot the bouncing arrow. Then shoot an egg at the catcher, jump on the arrow, and float in the air. When the catcher returns fire, he should hit the flower.

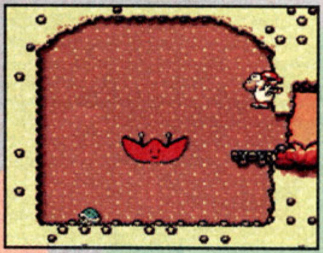
WORLD 4-6

For such a small level, this one's packed with enemies. To make matters worse, the water affects your jumps – especially when you try to destroy enemies. Take the time to knock out each enemy, or you're sure to lose Mario.

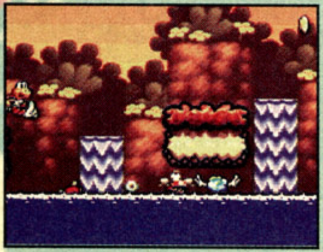


There is a room to the lower left of the stairs when you start the level. Follow these steps to get to the room.

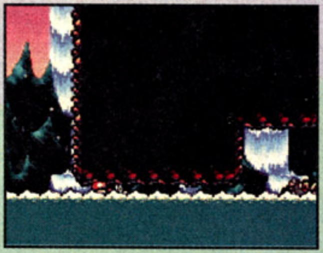
1) Start here.
2) Dive-bomb in the water and quickly move to the left.
3) Enter the room.



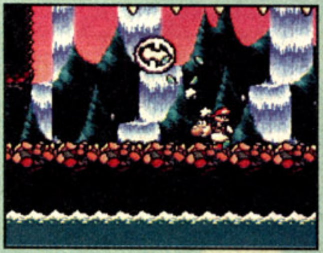
In the hidden room, spit the turtle shell into the red flower.



Halfway through the stage, you'll find a hidden question mark underneath the second floating platform.



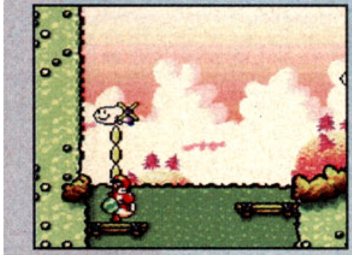
At the end of the second section, do a dive-bomb attack in the water. This takes you to the next section of the level.



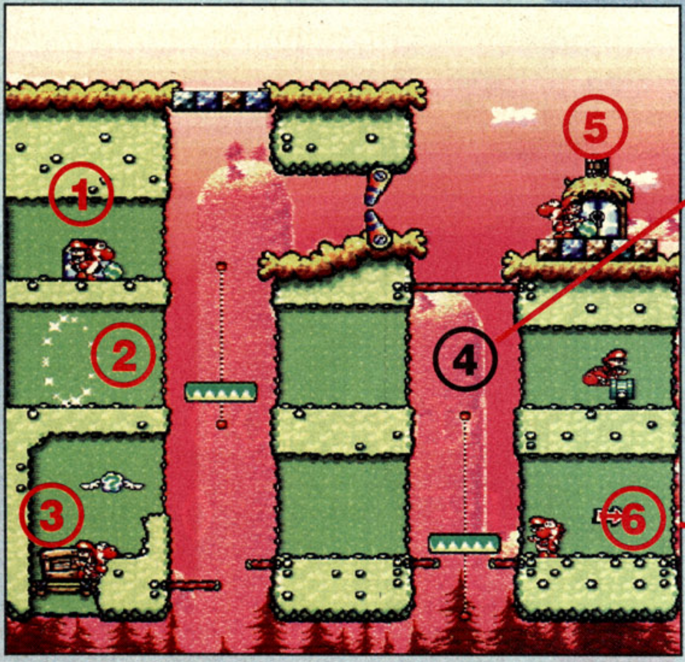
Shoot eggs at the arrow to change its direction. You can collect all the coins in the room by riding the arrow. After grabbing all the coins, go back to the level's second section and climb back to the last section.

WORLD 4-7

This two-section level has no hidden question marks. For most of it, Yoshi must ride small ledges that throw him from section to section. Use Yoshi's floating skill to complete the wild rides.

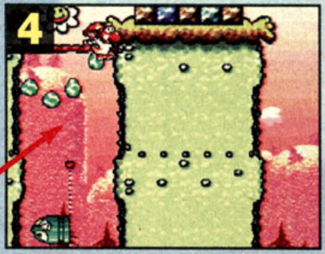


In the first section of the level where the ghosts start to appear, shoot an egg straight up as you stand on the small ledge to the left of the screen. To get to the bonus level in the sky, jump on the bouncing arrow that drops down.

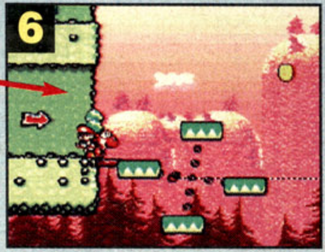


Here are the steps to take at the beginning of the second section of the level.

1) Start of the level
2) Grab the halfway marker.
3) Get the key here.
4) Jump off a bullet that passes to get to the locked door.
5) Use the key here.
6) Jump on the ledges to complete the level.



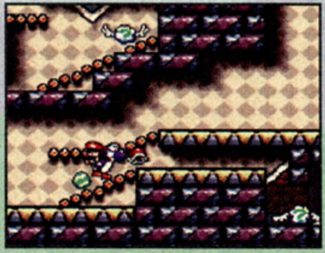
When a bullet passes, jump on it. Continue to hold the Jump button (this increases the height of your jump). You should be able to reach the top part of the level.



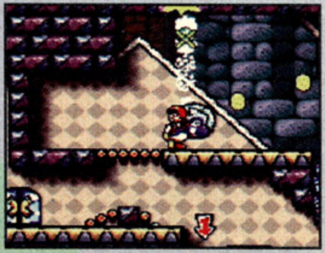
This rotating ledge takes Yoshi toward the end of the level.

WORLD 4-8

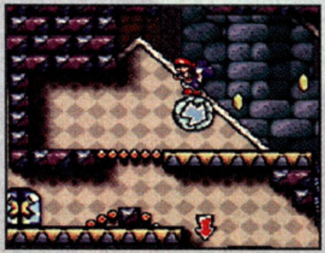
There are several paths you must take to collect all the items throughout the level. Here are the key locations as you progress through the castle.



Spit a turtle shell at the question mark toward the bottom-right corner of the first section of the level. The question mark turns into stairs that lead you to the key in the castle.

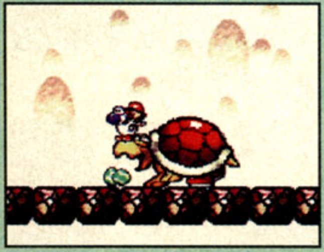


Shoot the cracked ceiling block directly above the rotating arrow. After destroying the enemies in the room, jump up and collect the red coin.

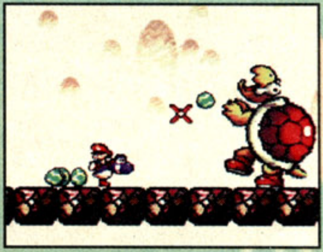


After grabbing the red coin, ride the arrow to the right. Use the key on the locked door. Behind the door is the end boss.

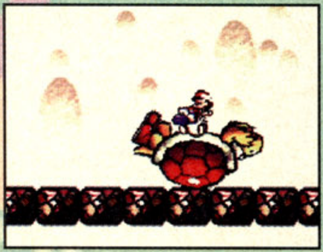
END BOSS



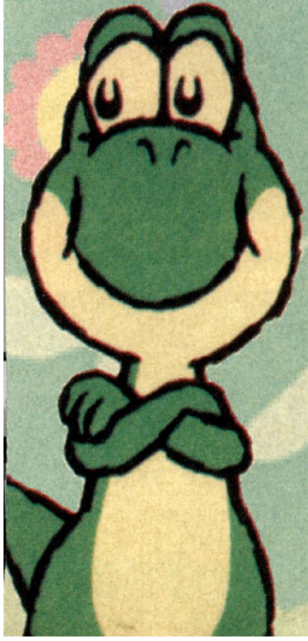
Jump on the turtle's head to make him spit out more eggs. Use the eggs for ammo.



Shoot the turtle in the head until he falls upside down. It takes four egg shots to flip him over.



While he's flipped over, dive-bomb the turtle in the center of his belly. It takes three dive-bomb attacks to destroy him.



IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS

TIME
44
POSITION
08/12
LAP TIME
0'34"100
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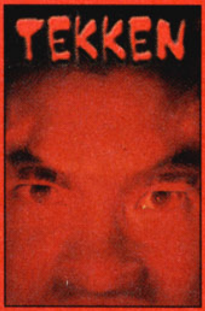

If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at http://www.namco.com. Better yet, grab a box.

PlayStation™

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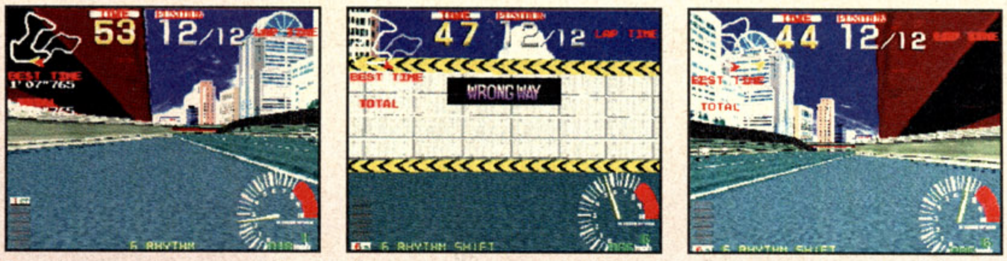
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

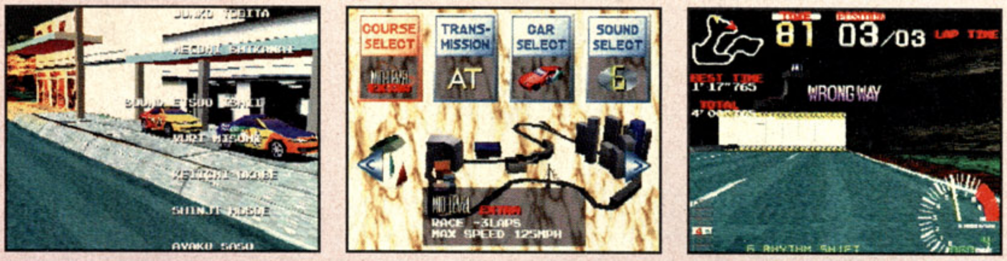
PlayStation

Ridge Racer

Race Backward


53
12/12
47
12/12
WRONG WAY
44
12/12

Race backward on normal tracks: Start a race on any of the tracks and turn the car around just before you get on the main track. As you speed toward the starting line, you see a wall and a sign that tells you are going the wrong way. Drive through the wall. Now you can race backward against the computer-controlled cars.


COURSE SELECT
TRANS-MISSION
CAR SELECT
SOUND SELECT
AT
81
03/03
WRONG WAY

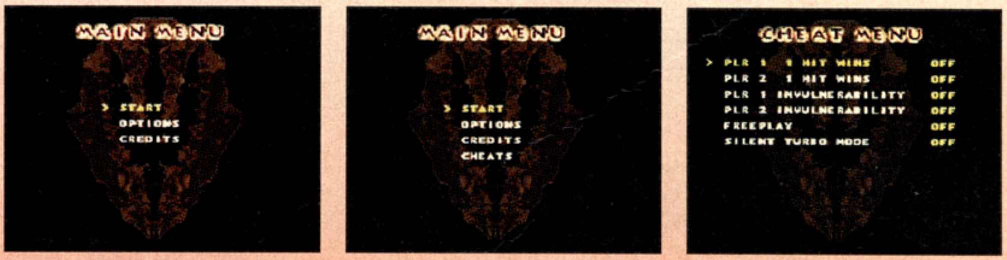
Race backward on extra tracks: Start a race on any of the extra tracks. From the starting line, turn the car around when you reach 60 mph. A wall appears at the starting line. Drive through the wall and race the track backward.

Dave Nicolella
Lombard, IL

Super NES

Primal Rage

Cheat Mode


MAIN MENU
START
OPTIONS
CREDITS
MAIN MENU
START
OPTIONS
CREDITS
CHEATS
CHEAT MENU

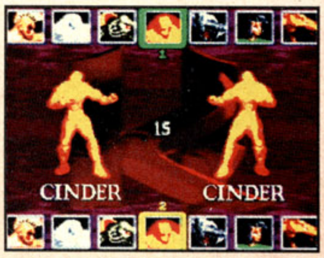
```
> PLR 1  1 HIT WINS          OFF
  PLR 2  1 HIT WINS          OFF
  PLR 1 INVULNERABILITY      OFF
  PLR 2 INVULNERABILITY      OFF
  FREEPLAY                   OFF
  SILENT TURBO MODE          OFF
```

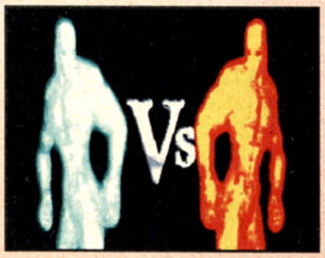
At the Main Menu screen, **press L, L, L, R, R, L, L, R, R, R, L, R** on the directional pad to make a cheat option appear.

Super NES

Killer Instinct

Play as Eyedol


CINDER
CINDER
15

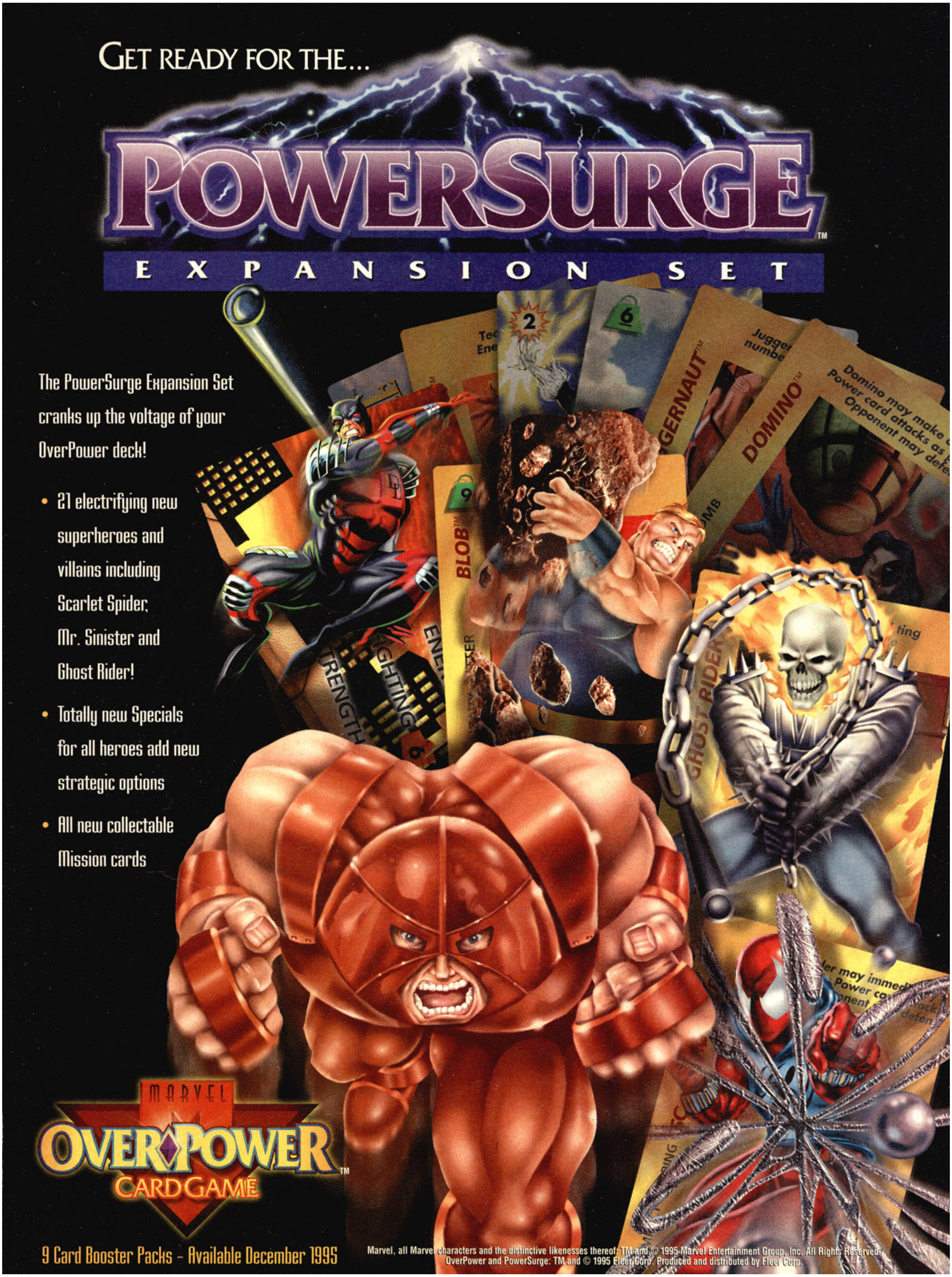


EYEDOL
98
EYEDOL

In either a one- or two-player game, pick Cinder. At the Vs. screen, **press and hold Right. Continue to hold Right and press Weak Punch, Weak Kick, Fierce Punch, Medium Kick, Medium Punch, Fierce Kick**. You should hear a voice say "Eyedol." Now you can play as this awesome boss.

DEAR EDITO
P.O. BOX 582
SAN MATEO, CA
94402

John Santry, Richmond, VA


BLOB
GHOST RIDER
DOMINO
Domino may make a Power card attacks as Opponent may defe

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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

3DO

Gex

Invincibility, Lightning, Super Jump, Spit Fire, and Ice

Enter the following codes when the game is paused.

Invincibility: **Hold the Right Shift button and tap Left, Button C, Down, Up, Up, Button C, Left, Right, Button A, Right**.

Lightning: **Hold the Right Shift button and tap Left, Button C, Down, Right, Right, Left**.

Super jump: **Hold the Right Shift button and tap Left, Button C, Down, Right, Up, Button B, Button B, Right, Right**.

Spit fire: **Hold the Right Shift button and tap Left, Button C, Down, Right, Right, Down, Button B, Button A, Left, Left, Down**.

Spit ice: **Hold the Right Shift button and tap Left, Button C, Down, Button B, Left, Up, Right, Button B, Button A, Left, Left, Down**.

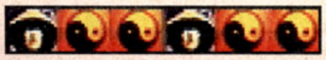
Michael Guanill
San Rafael, CA

PlayStation

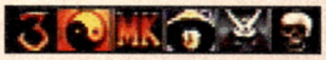
Mortal Kombat 3

Kombat Kodes

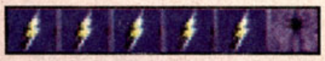
Enter the following codes at the Versus screen in two-player mode:



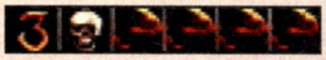
Combos disabled.



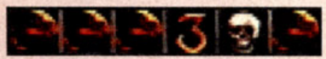
Super run jumps



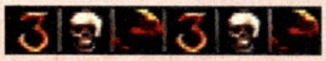
Special moves disabled.



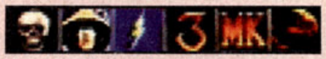
Player One inflicts half damage.



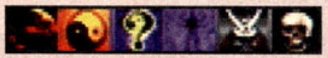
Player Two inflicts half damage.



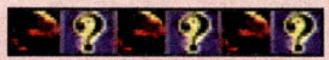
Players One and Two inflict half damage.



Power bars slowly regenerate over time.



Super endurance

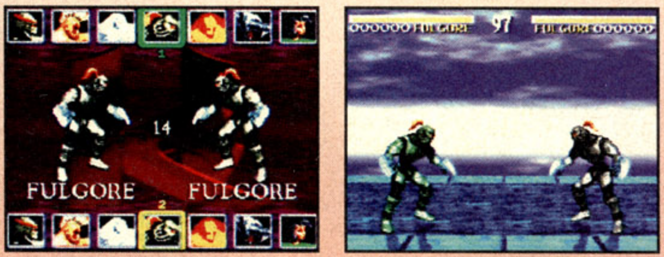


Real kombat

Super NES

Killer Instinct

Secret Stage



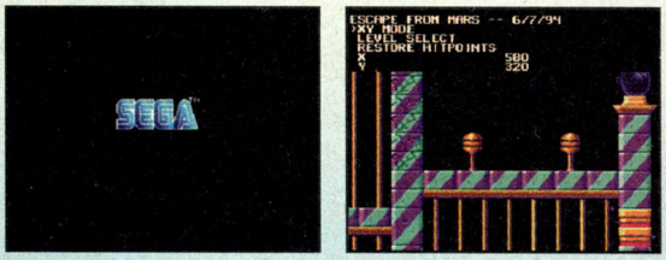
In a two-player game, each player must place their cursor over their fighter. **Hold Down and press Medium Kick**. You fight high in the sky and can even knock an opponent off the ledge!

Peter J.T. Mathis
Union City, MI

Genesis

Taz in Escape from Mars

Level Select and Restore Health

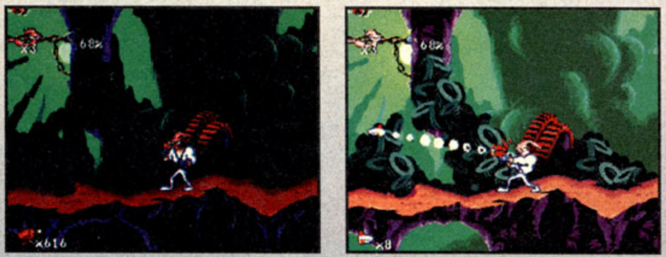


At the Sega logo screen, simultaneously **hold Buttons A and B on Controller One and Buttons B and C on Controller Two**. You should hear a bark. **Start a game and pause it**. **Press Button A**, and a debug menu appears. Now you can restore your health and pick any stage you want.

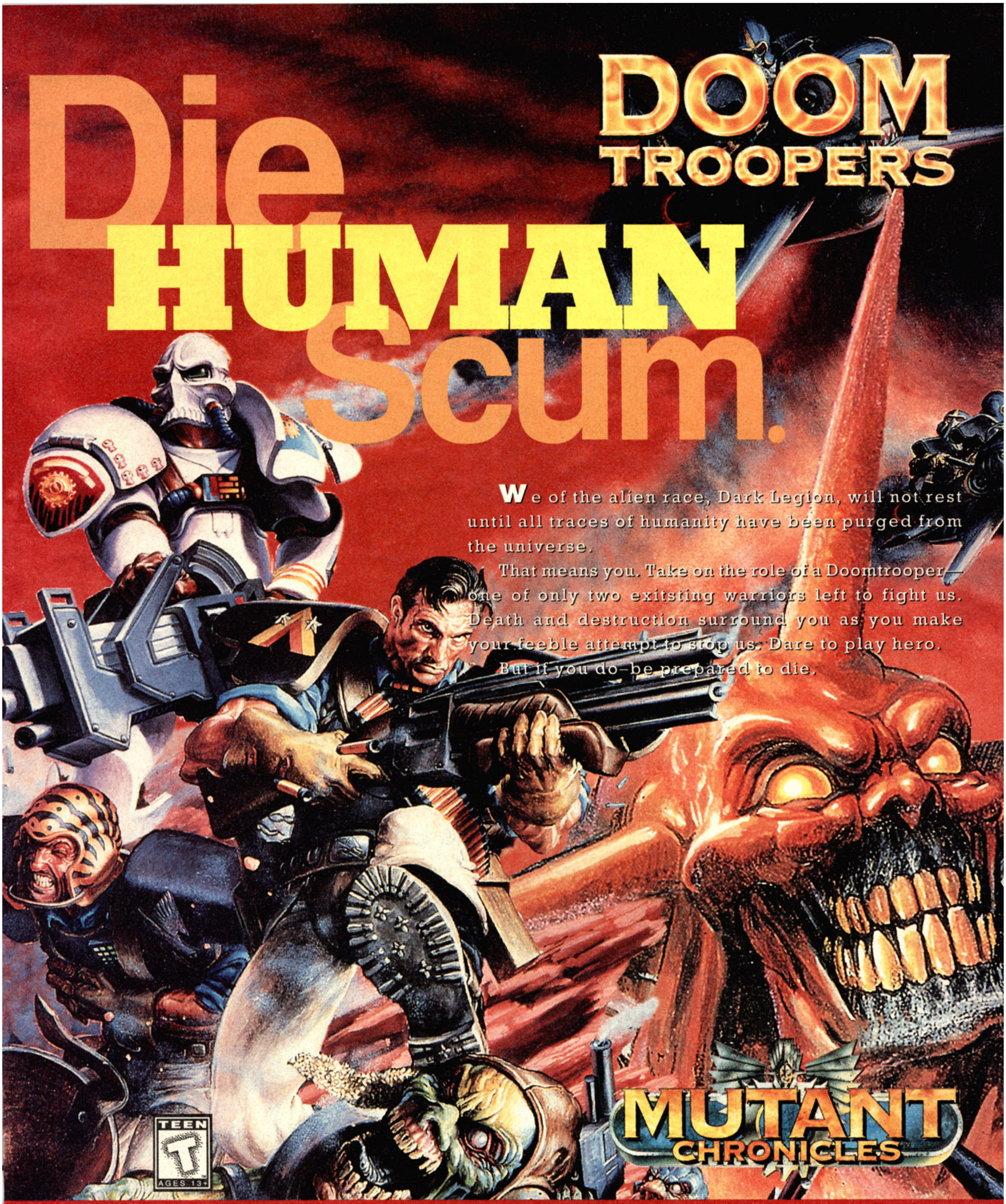
Sega CD

Earthworm Jim: Special Edition

Nine Homing Missiles



Pause the game any time during play. Then quickly **hold Right and press Button A. Release Right and tap A, A, B, A, C, B, A**. Unpause, and you'll get the missiles.



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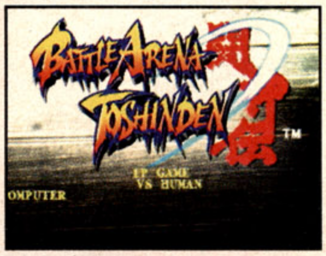
S.W.A.T.PRO

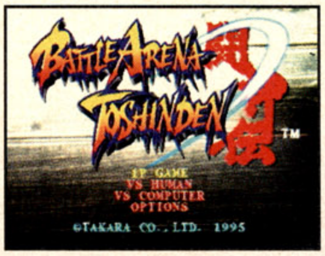
Video Game Strategies, Weapons, and Tactics

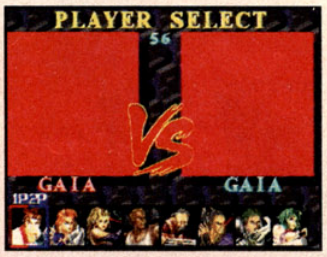
PlayStation

Battle Arena Toshinden

Play as the Bosses


BATTLE ARENA TOSHINDEN 2
1P GAME
VS HUMAN
OMPUTER

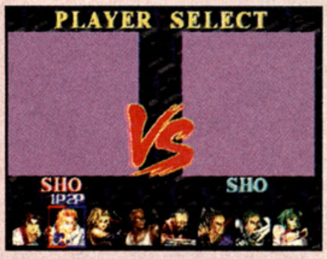

BATTLE ARENA TOSHINDEN 2
1P GAME
VS HUMAN
VS COMPUTER
OPTIONS
©TAKARA CO., LTD. 1995


PLAYER SELECT
56
VS
GAIA
GAIA
1P2P

GAIA
98
GAIA

To play as Gaia: When the options are listed completely on the title screen, **motion Down, Down-Left, Left, and press Button Square on Controller One**. You should hear the word "Fight." At the Player Select screen, **put the cursor on Eiji, hold Up, and press Button Square**.

GAIA
46
ELLIS
CONTINUE


PLAYER SELECT
VS
SHO
SHO
1P2P

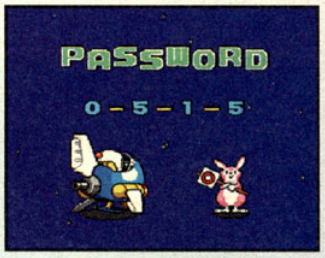
To play as Sho: First, enter the Gaia code. Play as Gaia and lose to the computer. Don't continue and let the time run out. The game resets, and the title screen appears. When the options are listed completely again, **tap Right, Left, Right, Left, and press Button Square on Controller Two**. A voice will say "Fight." At the Player Select screen, **put the cursor on Kayin, hold Down, and press Button Square**.

Genesis

Mega Bomberman

Passwords

MEGA BOMBERMAN
NORMAL GAME
BATTLE GAME
PASSWORD
© 1994 HUDSON SOFT


PASSWORD
0-5-1-5

World 1: Jammin' Jungle
Stage 2: **6800**
Stage 3: **5120**
Boss: **7420**

World 2: Vexin' Volcano
Stage 1: **4501**
Stage 2: **8111**
Stage 3: **7421**
Stage 4: **1051**
Boss: **3351**

World 3: Slammin' Sea
Stage 1: **4502**
Stage 2: **8112**
Stage 3: **7422**
Stage 4: **1052**
Boss: **3352**

World 4: Crankin' Castle
Stage 1: **8114**
Stage 2: **0513**
Stage 3: **9723**
Stage 4: **3353**
Boss: **5653**

World 5: Thrashin' Tundra
Stage 1: **8114**
Stage 2: **2814**
Stage 3: **1134**
Stage 4: **5654**
Boss: **7954**

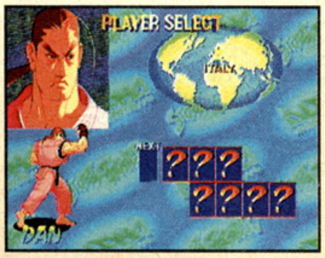
Final World: 0515

Aaron Bisbing
Bethlehem, PA

Arcade

Street Fighter Alpha

Play as Dan


PLAYER SELECT
ITALIA
NEXT
???
????
DAN

61
LEVEL
LEVEL

This code is the same for both players. **Press the Start button to begin a new game and continue to hold it**. At the Player Select screen, **move the cursor to the question-mark box in the lower-left corner** for Player One (or the lower right-hand corner for Player Two). Quickly tap **Jab, Short, Forward, Roundhouse, Fierce, Strong** (or Fierce, Roundhouse, Forward, Short, Jab, Strong for Dan's alternate color).

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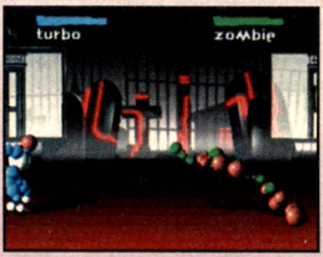
S.W.A.T.PRO

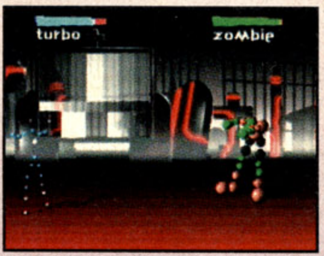
Video Game Strategies, Weapons, and Tactics

3DO

Ballz: The Director's Cut

Infinite Time, Shrink Ball Sizes, Black-and-White Sprites, Translucent and Huge Balls


turbo
zombie


turbo
zombie

Do these tricks any time during a fight.

Translucent balls: **Press B, A, Left, Left, B, Left Up, Right, B, A, Left, Left**.

Huge balls: **Press Left, A, Right, Down, B, A, Left, Left**.

Infinite time: **Press B, A, Left, Left, B, Left, A, B, Left, A, B, Left, A**.

Shrink ball sizes: **Press B, A, Left, Left, Right, A, Down, A, Right, Left, Up, Left, Up**.

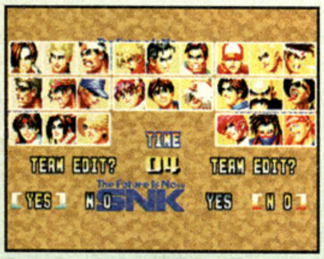
Turn self black-and-white: **Press B, A, Left, Left, Down, Right, A, B, B, A, Left, Left**.

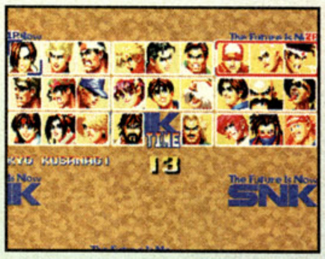
Turn opponent black-and-white: **Press B, A, Left, Left, B, Left, A, C, B, A, Left, Left, Up**.

Neo•Geo

The King of Fighters '95

Play as the Bosses


TEAM EDIT?
TIME
04
TEAM EDIT?
YES
NO
SNK
YES
NO



VS
TIME
06
SNK

CHALLENGER
53
CHALLENGER

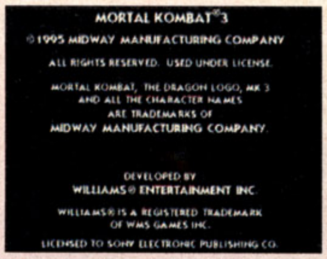
At the mode select screen, pick Team Edit. At the screen where you pick your fighters, **hold Start and simultaneously press Up and Button B, simultaneously press Right and Button C, simultaneously press Left and Button A, then simultaneously press Down and Button D**. Saishu Kusanagi and Omega Rugal are now selectable fighters.

Swampfox,
Athens, GA

PlayStation

Mortal Kombat 3

The Ultimate Kombat Kode



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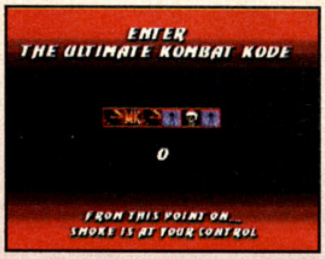
ENTER
THE ULTIMATE KOMBAT KODE
0
FROM THIS POINT ON...
SMOKE IS AT YOUR CONTROL

SELECT YOUR FIGHTER
KOMBAT ZONE: THE BRIDGE

Wait for the Mortal Kombat 3 copyright screen to appear. **On Controller One, hold Button R1 and press Right, Down, Left, Up, Right, Down, Left, Up**. This takes you to a screen where you can enter the code. **On Controller One, press Button R1 once, Button Triangle six times, Button O nine times, and Button X six times**. Now you can play as Smoke. Note: The Ultimate Kombat Kode worked on a preliminary version of the game and may be different in the final version.

Timothy Tahir, Alhambra, CA

SONY

PlayStation™

PC CD ROM®

wipEout''
EXTREME G-FORCE ® IS A TRADEMARK OF W1P3'OUT''

A Dangerous Game

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- Multiple strategic weapons
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KIDS TO ADULTS
K-A™
AGES 6+

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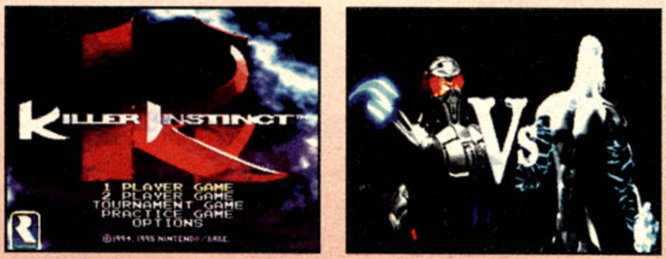
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Killer Instinct

Turbo Mode


KILLER INSTINCT
1 PLAYER GAME
2 PLAYER GAME
TOURNAMENT GAME
PRACTICE GAME
OPTIONS
Vs

Start a one-player game and pick your fighter. At the Vs. screen, **hold Right and simultaneously press all three punch buttons**. You should hear a punch sound. Now you can play the game at twice the normal speed.

Michael Leon
Sanger, CA

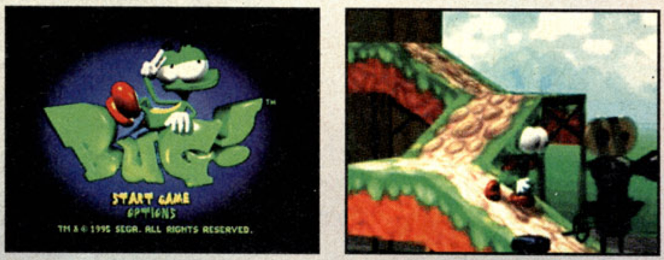
Kalila Gilbert,
Willimington, DE

Dwayne Housfon,
Bronx, NY

Saturn

Bug!

Stage Skip


BUG!
START GAME
OPTIONS

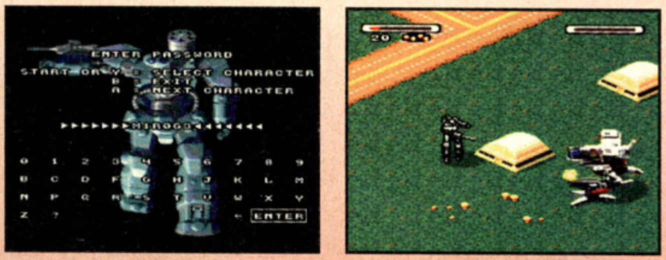
At the Start Game/Options screen, **press B, A, B, Y, Down, Right, A, Left Shift, Down**. You hear a "yip." **Start the game and simultaneously press Up and Left Shift** to go to the next level.

Ty Johannes
Internet

Super NES

MechWarrior 3050

Unlimited Ammo


ENTER PASSWORD
START OR Y SELECT CHARACTER
B EXIT
A NEXT CHARACTER
M1ROG3
ENTER

For unlimited ammunition, enter this password: **M1ROG3**.

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This Year Keep the Socks and Give Me Sega Channel or "Rudolph Burgers" Hit the Grill Get Me?

Love,
Bobby

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GET HOOKED IN.

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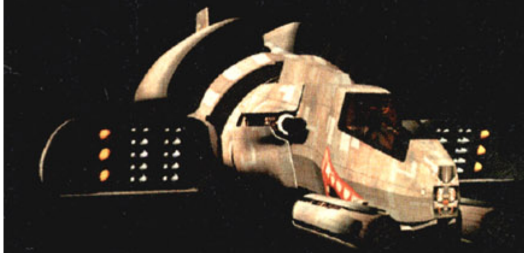
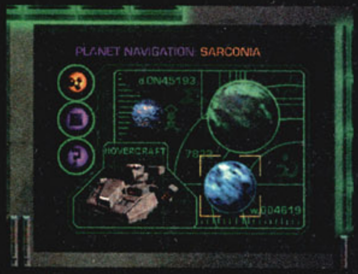
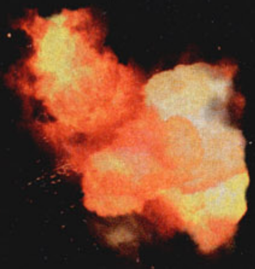
IT'S AN EXERCISE VIDEO

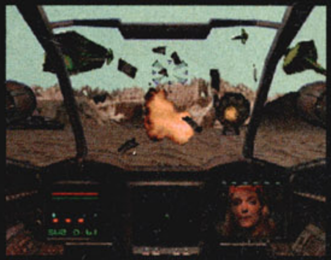


Here's the new A-110 "Barracuda" Fighter. Fast. Powerful. And heavily armed. Another tactical advantage in the war for the worlds.

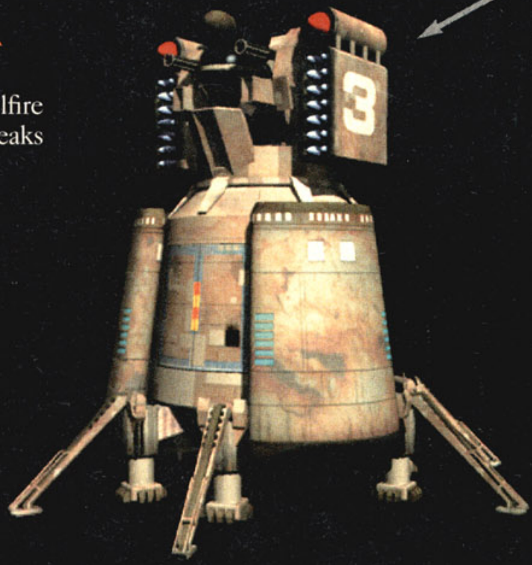


Choose from any one of several starting worlds. But be prepared. It's lethal from all of them.





This is the new Hellfire rocket. The name speaks for itself.



The battlefield is 400% larger. And doesn't have paths. Which gives you, and your enemy, more room to rumble.

The new "Big Ben" Gun Turret is a perfect defender. Its deadly firepower, ultra-heavy shielding, and 360° rotation will blow your mind. And blow aliens away.

3DO

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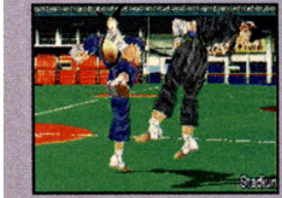
HEIHACHI

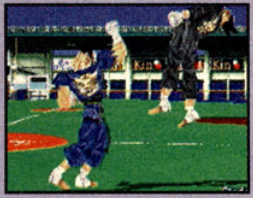
Special Moves

Sweep Kick



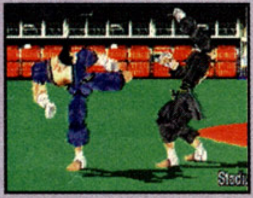
Tap (↗ RK), RK

Charging Uppercut



Motion → ↓ ↘ RP

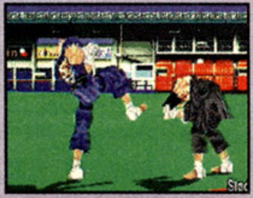
Flying Kick



Tap →, →, (→ LK)

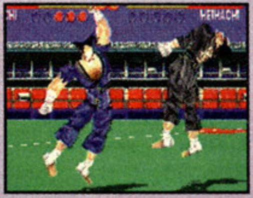
Note: This stuns a blocking opponent.

Axe Kick



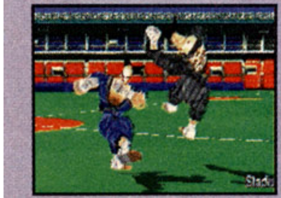
Tap (→ RK)

Super Uppercut



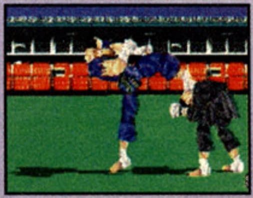
Motion → ↓ ↘ LP

Sweep



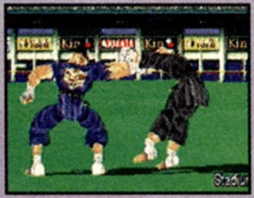
Motion → ↓ ↘ RK

Super Axe Kick



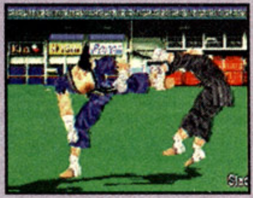
Tap →, (→ LK)

Super Lunge Punch



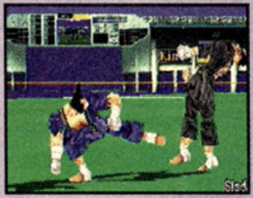
Motion ↓ ↘ → RP

Flying Side Kick



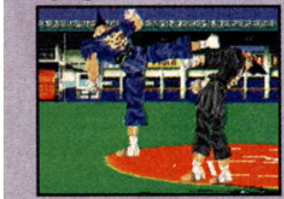
Motion → ↓ ↘ LK

Flying Sweep Kick



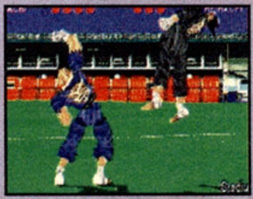
Motion → ↓, hold ↘, tap LK

Flying Roundhouse



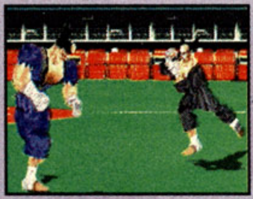
Tap (↗ LK), tap RK

Power Uppercut



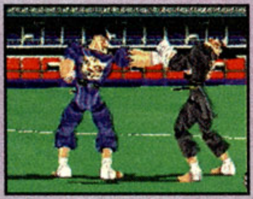
Tap →, (→ RP)

Side Step



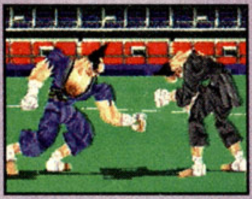
Tap ←, ←, ←

Backhand



Hold →, tap RP

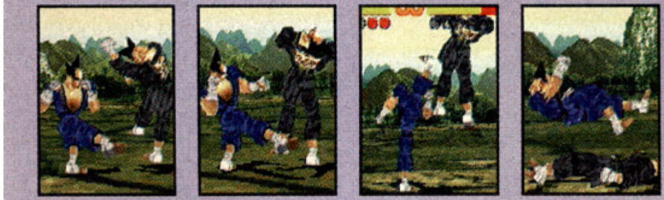
Elbow Smash



Tap (↓ LP)

Devastating Combos

Sweep-Kick Combo



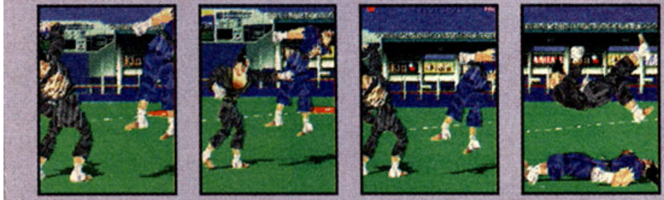
Motion → ↓ ↘ RK

Hold ↘, tap RK

Tap RK

Tap (↗ RK), tap LK

Power-Uppercut Air-Juggle Combo



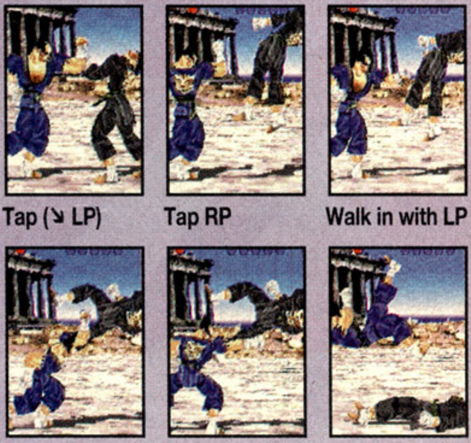
Tap →, (→ RP)

Tap LP

Tap →, (→ RP)

Tap (↗ RK), LK

Ground-to-Air Juggle Combo



Tap (↘ LP)

Tap RP

Walk in with LP

Tap (↓ LP)

Tap (→ RP)

Tap (↗ RK), LK

More Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Head Butt
Tap →, (→ LP RP)

Power Bomb
Tap (RP RK)

Neck Breaker
Tap (LP LK)

Running Attacks

Slide Attack
While running, tap RK

Dive Attack
While running, tap (LP RP)

Ground Attacks

Use these attacks when your opponent is on the ground.

Hard Pounce
Tap (↗ LP LK)

Bounce-Back Punch
Tap (↗ RP RK)

LEE

Devastating Combos

Flip-Kick Combo

Tap (↓ RK)

Tap RK

Tap (↑ LK)

Flip-Kick Air Juggle

While ducking, tap (↗ RK)

Tap (↗ RK)

Tap (↑ RP)

Special Moves

Leg Takedown

Tap →, →, (LK RK)

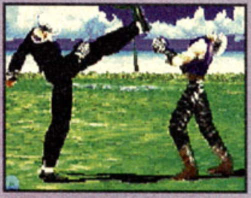
Front Snap Kick

Tap →, →, LK

Axe Kick

Tap →, (→ LK)

Heel Kick


While ducking, tap (← LK)

Front Snap Kick

Tap (↘ RK)

Back Flip

Tap ←, ←, ←

Side-Kick Combo

Note: Hold ↓ throughout the combo.

Tap RK

Tap RK

Tap RK

Tap RK

Unlimited Side-Kick Combo

Note: To keep performing the combo, repeatedly tap LK. Hold ↑ or ↓ to change the height of the kicks.

While ducking, tap (← LK)

Tap LK

Tap (↓ LK)

Tap LK

Tap (↑ LK)

Tap LK

Tap (↓ LK)

More Grabs And Throws

Note: You must be close to your opponent to perform this move.

Neck Takedown

Tap (LP LK)

Knee Bash

Tap →, (→ LK RK)

More Special Moves

Low Flip Kick

Charge ↓ for one second, tap (↑ RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.

High Flip Kick

Charge ↓ for one second, hold (↑ RK)

Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away.

Atomic Noogie

When close, tap (RP RK)

Running Attacks

Diving Attack

While running, tap (LP RP)

Slide Attack

While running, tap RK

Super Move

Tap (↙ LP RP)

Ground Attack

Use this attack when your opponent is on the ground.

Diving Punch

Tap (↗ RP)

More Devastating Combos

Fist of Fury Combo

Tap LP, LP, hold →, tap RP, RP, RP

Kick of Fury Combo

Tap (↓ LK), LK, LK, LK

Ten-Hit Combo

Tap (↘ LP), RP, RP, LP, LK, LK, LK, RK, LK, RK

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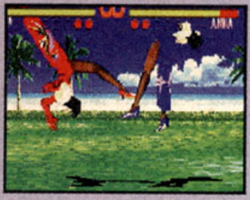
ANNA

Special Moves

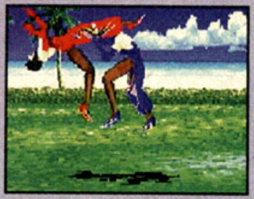
Small Flip Kick



Charge ↓ for one second, tap (↑ RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.

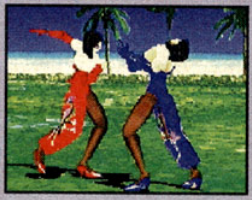
Large Flip Kick



Charge ↓ for one second, hold (↑ RK)

Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away.

Face Slap

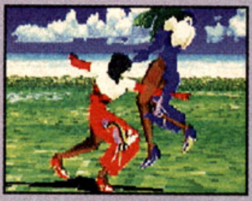


Hold ←, tap LP

Super Move

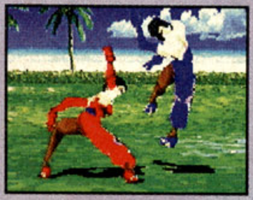
Tap (↙ LP RP)

Spear Hand



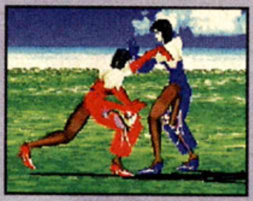
Hold ↓, tap (→ LP)

Hand Trip



Hold ↓, tap (↘ RP)

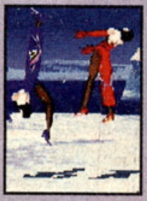
Mantis Strike



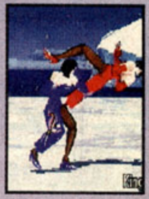
Hold ↓, tap (→ RP)

Devastating Combo

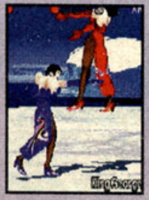
Flip-Kick Air Juggle



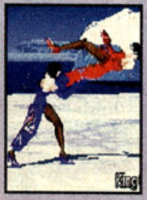
Charge ↓ for one second, tap (↑ RK)



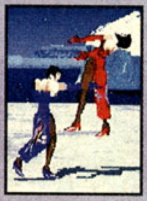
Hold → for the next four hits and tap LP



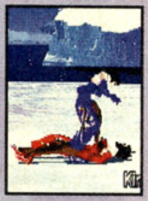
Tap RP



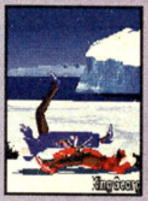
Tap LP



Tap RP



Tap (↑ RP)



Tap →, (→ RK)

Devastating Combos

Three-Hit Slap

Hold ←, tap LP. Repeat move twice more.

Super Air Juggle

Tap (↘ RP), hold → for the next four hits and tap LP, RP, →, (→ LP RP), (↑ RP)

Three-Hit Knockdown

Tap LP, RP, RK

Triple-Kick Juggle

Tap (↗ RK), LK, RK

Four-Hit Knockdown

Tap (↘ LK), LK, LK, RK

Air-Juggle Combo

Tap (↘ RP), hold → for the next four hits and tap LP, RP, LP, RP, →, (→ LK RK)

Ten-Hit Combo

Tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

Ground Attack

Use this attack when your opponent is on the ground.

Diving Punch

Tap (↑ RP) or use the Flip Kick.

Running Attacks

Ground Slide

While running, tap RK

Air Kick

While running, tap LK

Dive Attack

While running, tap (LP RP)

More Special Moves

Wrist Thrust

Tap →, (→ LP RP)

Flip Kick

Tap →, (→ RK)

Note: This move stuns blocking opponents.

In-Close Attacks

Face Smack

Motion ↓ ↘ → (LP RP)

Note: There are four moves you can perform following this move.

Over the Shoulder

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

Single Arm Breaker

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

Double Arm Breaker

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

Ground Arm Breaker

Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

KUMA

Special Moves

Windmill Punches

While ducking, hold →, tap LP, RP, LP, RP

Overhead Smash

Tap (↘ LP RP)

The Clapper

Tap →, →, (LP RP)

Sitting Move

Tap (↓ LK RK)

Sitting Attack

While sitting, tap LP, RP, LP, RP

Power Punch

Motion ← ↙ ↓ ↘ RP

Windup Punch

Motion ← ↙ ↓ ↘ LP

Tackle Move

Tap (LP LK)

Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Back Breaker

Tap (RP RK)

Head Butt

Hold →, tap (RP RK)

Ground Attack

Use this attack when your opponent is on the ground.

Butt Slam

Tap (↗ LK RK)

Running Attacks

Jumping Ground Slide

While running, tap (LK RK)

Dive Attack

While running, tap (LP RP)

Devastating Combos

Triple-Punch Combo

Tap LP, LP, LP

Five-Hit Smash Combo

Hold ↓, tap LP, LP, LP, RP, LP

Ten-Hit Combo

Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ RP), walk in and tap (↗ LK RK)

Super Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ LP), →, (→ RP LP), (↘ LP RP)

More Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Elbow Smash

Tap ↘, (↘ LP RP)

Shoulder Toss

Hold →, tap (LP LK)

Arm Flip

Tap (→ LP LK)

Hip Toss

Tap (RP RK)

☞

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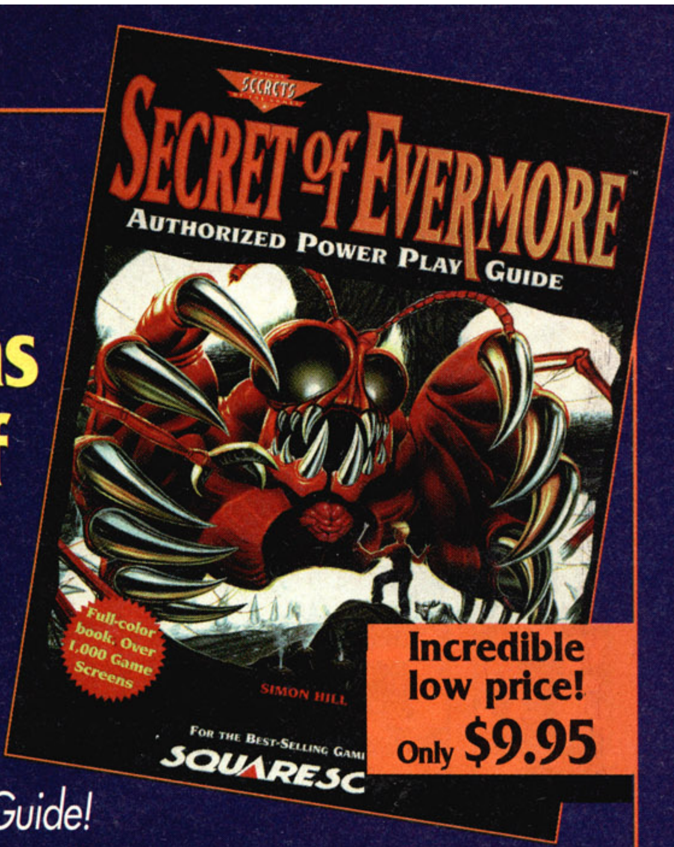
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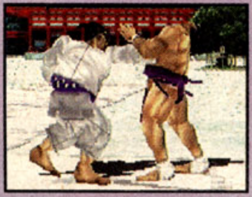
GANRYU

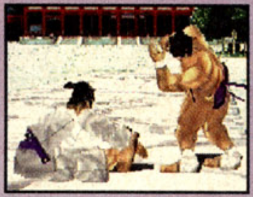
Special Moves

Rapid Palm Strike



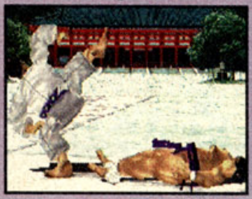
Hold →, tap LP, RP, LP, RP, LP, RP, LP, RP

Sitting Smash



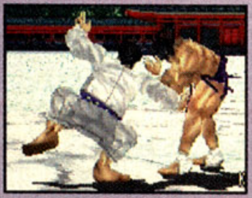
After being knocked down, tap (LP RP)

Sumo Stomp



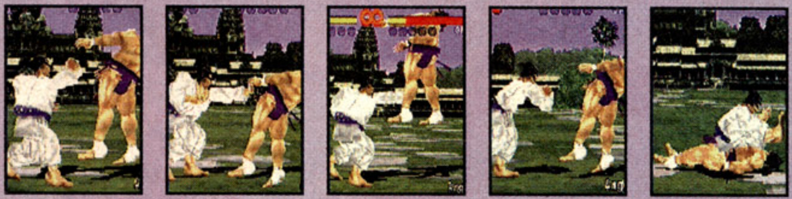
Hold ↓, tap RK

Palm Knee Strike



Hold ↓, tap RP, RP

Super Palm Air-Juggle Combo



Tap (↘ RP) Tap (→ LP) Tap RP Tap (→ LP RP) Tap (↗ LK RK)

More Grabs and Throws

Note: You must be close to your opponent to perform these moves.

Hip Throw	Body Press	Hip Toss
Hold →, tap (RP RK)	Tap (LP LK)	Tap (RP RK)

Running Attacks

Jumping Ground Slide
While running, tap (LK RK)

Dive Attack
While running, tap (LP RP)

Ground Attack

Use this attack when your opponent is on the ground.

Butt Slam
Tap (↗ LK RK)

More Special Moves

Overhead Smash
Tap (↘ LP RP)

The Clapper
Tap →, →, (LP RP)

Power Punch
Motion ← ↙ ↓ ↘ RP

Windup Punch
Motion ← ↙ ↓ ↘ LP

Devastating Combos

Palm Air-Juggle Combo
Tap (↘ RP), (→ LP), (↘ LP RP), (↗ LK RK)

Triple-Punch Combo
Tap LP, LP, LP

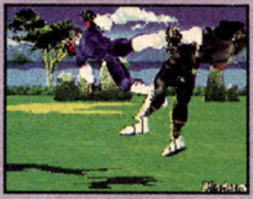
Five-Hit Smash Combo
Tap LP, LP, LP, RP, LP
Note: Hold ↓ for the entire combo.

Air-Juggle Combo
Tap (↘ RP), (↘ LP), (→ RP), (↗ LK RK)

ARMOR KING

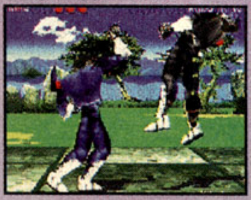
Special Moves

Flying Side Kick



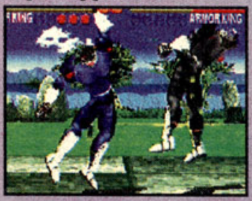
Tap →, (→ LK RK)

Lunge Uppercut



Motion → ↓ ↘ RP

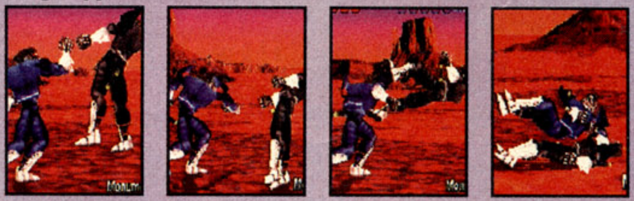
Super Uppercut



Motion → ↓ ↘ LP

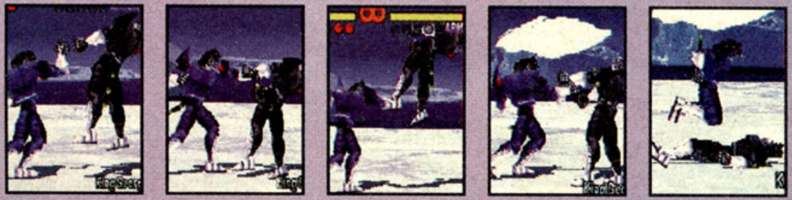
Devastating Combos

Lunge Uppercut Combo



Motion → ↓ ↘ RP Tap (↘ RP) Tap (↘ RP) Tap (↑ RP)

Super Lunge Combo



Motion → ↓ ↘ RP Walk in, tap LP Walk in, tap RP Motion → ↓ ↘ RP Walk in, tap (↗ LK RK)

More Special Moves

Uppercut
Tap →, (→ RP)

Elbow Drop
Tap (↘ LP)
Note: This move stuns blocking opponents.

Jump Kick
Tap →, (→ LK RK)
Note: This move stuns blocking opponents.

Spinning Jump Kick
Tap →, →, (→ LK RK)
Note: This move stuns blocking opponents.

Diving Bash
Tap →, (→ LP RP)

Overhead Smash
Tap (↗ LP RP)

Big Boot
Tap →, (→ RK)

Scissors Takedown
Tap (↘ LK RK)
Note: This can be used as a ground attack.

Ground Attacks

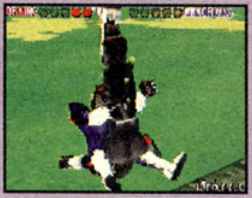
Use these attacks when your enemy is on the ground.

Hard Pounce	Elbow Drop
Tap (↗ LK RK)	Tap (↑ RP)

More Grabs And Throws

Note: You must be close to your opponent to perform these moves.

Power Bomb



Tap (RP RK), tap ↓, ↓, (↓ LP RP)

Face Plant
Tap ↙, (↙ LP RP)

Pile Driver
Tap ↙, (→ LP RP)

Super Pile Driver
Motion ↓ ↘ → LP

Mind Sweeper
Motion → ← ↙ ↓ ↘ → LP

Knee Bash
Tap (LP LK)

Suplex
Tap (RP RK)

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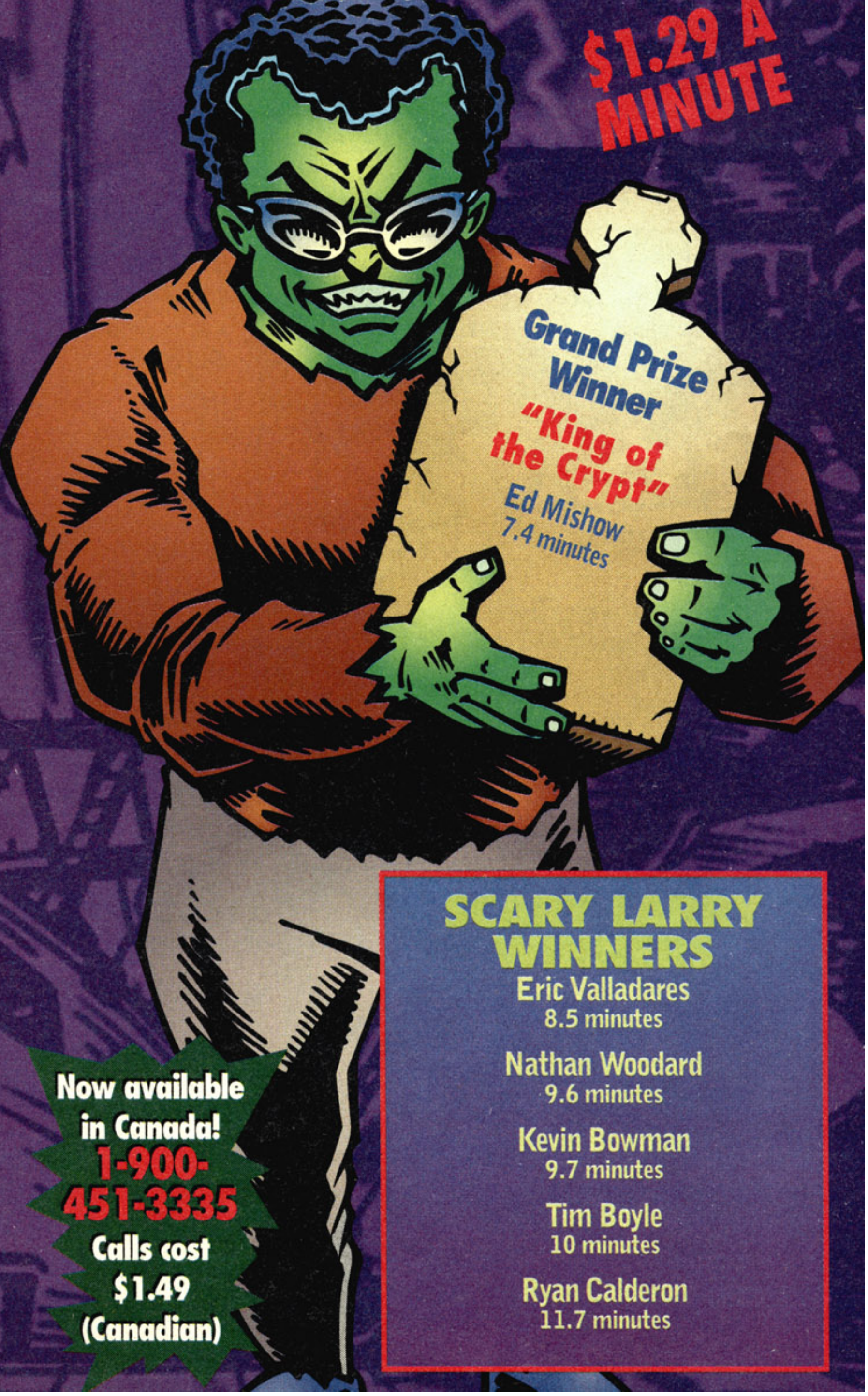

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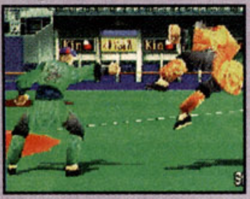
Ryan Calderon	11.7 minutes

WANG

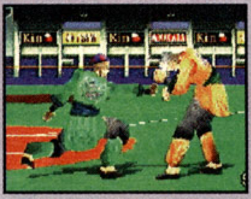
Special Moves

Lunge Punch



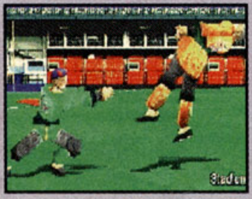
Motion ↓ ↘ → RP

Charge Punch



Tap (→ RP)

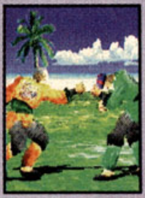
Double Fist Strike



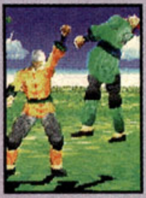
Tap (↘ LP RP)

Devastating Combo

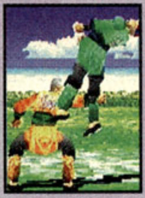
Air-Juggle Combo



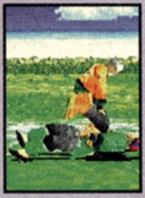
Tap (↘ RP)



Tap LP



Motion ↓ ↘ (→ RP)



Tap (↗ LK RK)

More Special Moves

Power Punch

Tap →, (→ LP RP)

Note: This move will stun blocking opponents.

Vertical Kick

Motion ↓ ↙ ← RK

Sweeping Jump Kick

Hold ↘, tap RK, LK

Punch and Side Step

Tap (← RP)

Two-Hit Uppercut

Tap (↘ RP), LP

Ground Attacks

Use these attacks when your opponent is on the ground.

Hard Pounce

Tap (↑ RP)

Diving Punch

Tap (↗ RP)

Bounce-Back Hard Pounce

Tap (↗ LK RK)

Running Attacks

Dive Attack

While running, tap (LP RP)

Slide Attack

While running, tap RK

Jump Kick

While running, tap LK

More Devastating Combos

Ground to Air Juggle Combo

Tap LP, LP, LP, (→ LP), (↑ RP)

Ten-Hit Combo

Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

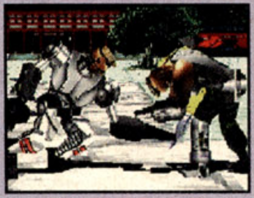
Ground to Air Combo

Tap RK, (↓ RK), LP, (↘ LP RP)

P. JACK

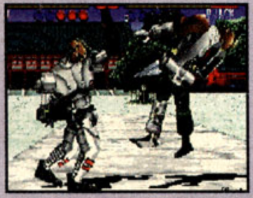
Special Moves

Overhead Smash



Tap (↓ LP), (→ RP)

Sweep Uppercut



Motion ← ↙ ↓ ↘ LP

More Special Moves

Overhead Smash

Tap (↘ LP RP)

The Clapper

Tap →, →, (LP RP)

Sitting Move

Tap (↓ LK RK)

Sitting Attack

While sitting, tap LP, RP, LP, RP

Machine-Gun Punches

Tap (↙ LP), LP, LP

Power Punch

Motion ← ↙ ↓ ↘ RP

Tackle Move

Tap (LP LK)

Ground Attack

Use this attack when your opponent is on the ground.

Butt Slam

Tap (↗ LK RK)

Super Move

Motion 360 degrees starting from ←. Keep doing the motion until the count of five, then tap LP.

Note: The longer the count, the stronger the punch.

Devastating Combos

Triple-Punch Combo

Tap LP, LP, LP

Five-Hit Smash Combo

Tap LP, LP, LP, RP, LP

Note: Hold ↓ for the entire combo

Ten-Hit Combo

Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ RP), (↗ LK RK)

Super Air-Juggle Combo

Tap (↘ RP), (↘ LP), (↓ LP), (→ RP), walk in, tap (↗ LK RK)

More Grabs and Throws

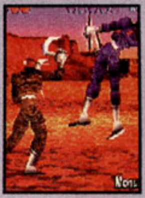
Note: You must be close to your opponent to perform this move.

Power Slam

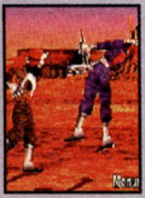
Tap (RP RK)

KUNIMITSU

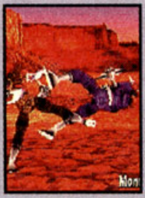
Super Air-Juggle Combo



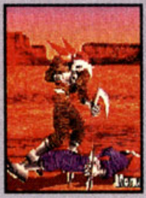
Tap (↘ RP)



Walk in, tap LP



Tap (↘ RK)



Tap (↑ RP)

Devastating Combos

Hard-Pounce Combo

Tap RP, LK, (↗ LK RK)

Seven-Hit Combo

Tap LP, RP, LP, LP, RK, RK, RK, LP

Air-Juggle Combo

Tap (↘ RP), →, RP, LK, (↑ RP)

Special Moves

Backhand

Tap (→ RP)

Knee Charge

Tap →, (→ RK)

Spinning Elbow

Tap (← LP)

Note: Keep tapping LP to repeat spins.

Spinning Leg Sweep

Tap (↙ LK)

Note: Keep tapping LK to repeat spins.

Flip Kick

Tap →, (→ LK RK)

Flip Kick to Corkscrew

During Flip Kick, tap (LP RP)

Running Attack

Dive Attack

While running, tap (LP RP)

Grabs and Throws

Face Bash

Tap (RP RK)

Body Press

Tap (LP LK)

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Ho! Ho! Ho! Welcome to the lab's big holiday party, but do yourself a favor and avoid the egg nog. It's that time of year when Santa brings home those extra goodies for your systems, so the lab has expanded to accommodate all the holiday accessories.

Hot Wheels

Looking to spice up racing on either your SNES or Genesis? Look no further than the Per4Mer Turbo Wheel from newly formed **Home Arcade**. Made of sturdy plastic, the wheels (SNES and Genesis wheels sold separately) have a nice feel and rest comfortably on your lap or tabletop. There are holes on the unit's underside for suction cups, but you'll have to buy them from a hardware store.

We took the Genesis wheel out on the track with Super Monaco and Mario Andretti Racing. The wheel is responsive with a strong spring that provides good center-return action. Also, a screw in the upper-center area of the unit's underside allows you to adjust the steering sensitivity. Buttons A and B (gas and brake) are comfortably mounted on the front of the wheel with the Up and Down controls for shifting just behind them.

At 100 beans, this controller doesn't come cheap, but for 16-bit racing fans waiting for a real arcade-style wheel, these babies deliver. And if you want to go to the extreme, look for add-on pedal controls for an additional $40. Need for Speed and Ridge Racer freaks should note that Home Arcade wheels will soon be available for the 3DO and PlayStation, as well as the PC.

Controller

The Per4Mer Turbo Wheel

System: Genesis, SNES
Price: $99.95
Available: Now
Contact: Electronic-gaming stores

Perfect Speed

Wouldn't it be great if someone made an arcade-quality 16-bit joystick that wouldn't let you down? Well, long-time "arcade"-controller maker **Perfect 360 Controls** has entered the home market with its first console controller, the Speed Box.

This two-in-one controller, which includes an adaptable plug, works on both the SNES and Genesis and looks and feels like a real six-button arcade controller. With a heavy base buffered by a neoprene pad, this stocky controller can rest in your lap, but plays better when resting on a tabletop. Using an infrared switch box instead of a mechanical one, the joystick exactly performs diagonal movements and will never wear down.

Hardcore gamers still looking for a good stick for their SNES and Genesis will find that this one costs more but will definitely outlast the rest.

Controller

Speed Box

System: Genesis, SNES
Price: $89
Available: Now
Contact: Perfect 360 Controls, 800/230-7360

Specialized Stick

Just in time for the holidays, **ASCIIware**'s Specialized Joystick for the PlayStation debuts with a sharp look and a durable feel with its wide base. Multiple features include slo-mo, autofire, and rapid fire with adjustable speeds.

So how does it hold up under the Tekken test? Well, despite its arcade looks, this stick doesn't deliver the arcade feel. The eight flat buttons are all crammed together too closely, and they're positioned too close to the stick. The whole interface is angled in a way that makes you feel like you have to turn slightly sideways to use it.

While you may be satisfied with this stick if you're playing Raiden, Kileak, or NBA Jam, fighters may want to look elsewhere.

Controller

Specialized Joystick

System: PlayStation
Features: Offers slo-mo, autofire, and adjustable-speed rapid fire.
Price: $54.95
Available: Now
Contact: Toy stores

Saturn's Eclipse

Considering the high cost of some peripherals, **STD**'s suggested $20 price for the Saturn Eclipse Pad gets you what you pay for. While it certainly doesn't feel extremely durable and it lacks the nice contour of most next-gen controllers, it does provide slo-mo, autofire, and a programmable synchro-fire feature that simultaneously fires multiple buttons with one touch.

Controller

Eclipse Pad

System: Saturn

Features: Offers slo-mo, autofire, and programmable synchro fire.

Price: $19.95

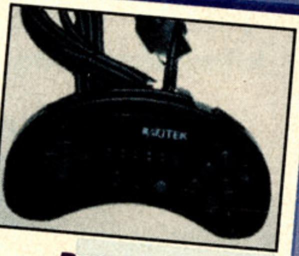
Available: Now

Contact: Toy stores

Naki Power

Naki Electronics brings home the **Power Pad**, which is as affordable as the Eclipse Pad. Taking a new approach to controller design, this longer, flatter pad offers small shift buttons, a dependable directional pad, and an accessible set of buttons positioned at an angle. The slo-mo switch is on the back, and there are auto- and turbo-fire switches for each of the eight buttons. While this controller is probably most comfortable for big hands, its unique design may not be for everyone.

Controller



Power Pad

System: Saturn

Features: Offers slo-mo, autofire, and turbo fire.

Price: $19.95

Available: Now

Contact: Toy stores or Naki, 800/626-6254

3DO Pro

STD's **ProPad for 3DO** adds an extra X button to the face of the controller, which is helpful when you're playing games that utilize this otherwise-tiny button. It also offers semi-auto and autofire controls with three speed settings. The wide, flat face, however, feels awkward with the flippers crunched on top, and the cheap plastic body doesn't help this controller any. The directional pad isn't fully circular, but it does give you decent diagonal controls. G

Controller

ProPad

System: 3DO

Features: Adds an additional X button to the face of the controller and offers auto- and semi-auto firing with three speeds.

Price: $29.95

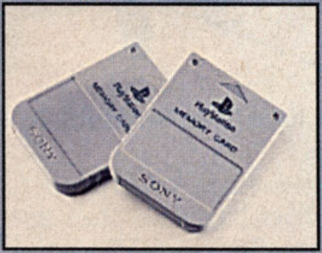
Available: Now

Contact: Toy stores

Sony's Stocking Stuffers

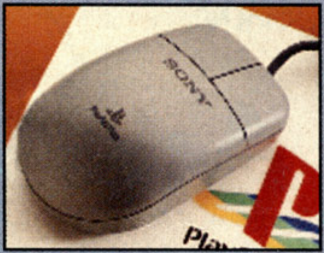
Look for **Sony**'s own peripherals to complement the PlayStation's many new titles.

Memory Card



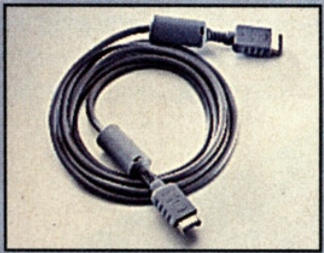
This **memory card** will sell for around $27. With a 112K Flash RAM storage capacity, it will house between 10 and 15 saved games, depending on the games.

Mouse



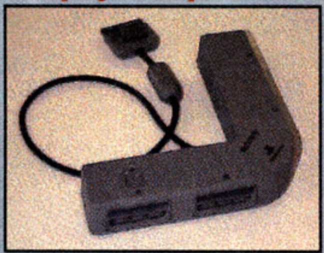
For about $31, you can pick up this **mouse.** So far, the only mouse-compatible games announced are Disc World and Revolution X.

Link Cable



Connecting two PlayStations, this **linking cable** will enable two players to link up for simultaneous action that is viewed from two separate TVs. Announced titles that will support this cable include Destruction Derby, Wipeout, Twisted Metal, Extreme Games, Road Rash, and Doom: Special PlayStation Edition (see ProReview in this issue). This cable will cost about $20.

Multiplayer Adapter



This **four-player adapter** costs $40 and allows four simultaneous players to participate in titles like NBA Jam. Each additional controller port is supported with a memory-card slot so players can load up their own custom data like hidden characters and custom teams.

BUYERS BEWARE

By The Watch Dog

Man, with the holidays coming up, you don't want to be left short of cash. The new systems have already made it into Buyers Beware, so read on before you ask for one for Christmas!

Q: I've had my Sega Saturn for about three months, and I own four games. I read that Sega gave out certificates to receive three free games (Clockwork Knight, Worldwide Soccer, and Virtua Remix) when you purchased a Saturn in September. That isn't fair. That means that I spent tons of money for games while the people who just caught onto the bandwagon got them for free!

I think that the people like me who blew out their savings accounts or started saving their money to get the Saturn the first day it came out should get all the free stuff, not the people who just caught on so they wouldn't be considered losers.

Stephen Watson, Collingdale, PA

A: **A representative from Sega Customer Service responds:**
Anyone who bought a Saturn from May 11 until September 30 received VF Remix for free when they registered their system with Sega at 800/733-7288.

Sega then ran a one-time offer for September for two free games and Virtua Fighter Remix (for anyone who bought a Saturn between September 5 and September 30), and at this time we don't have plans to extend that short-time promotion. This is a typical industry practice to offer incentives for purchasers who enter the market later or when there are many competitive choices available. Most consumers understand these different marketing strategies.

Welcome to the last level.

Q: I just bought Triple Play '96 for the Genesis. I think it's a great game, but I have one question. The back of the box says there are three difficulty settings. I've gone through all the options and haven't found the one that changes the difficulty. Is EA Sports lying, or am I just not looking in the right place?

Triple mode

Jeffrey Russo, Quincy, MA

A: **Kasra at EA Sports' Customer Service says:**
The three difficulty settings are the three play modes: Championship, Season, and Exhibition modes.

Q: I read about the new Virtual Boy in the September issue. I noticed it takes six AA batteries that last only six hours. Batteries are expensive. Is Nintendo planning to make an AC adapter?

Daniel Fulcher
Cary, NC

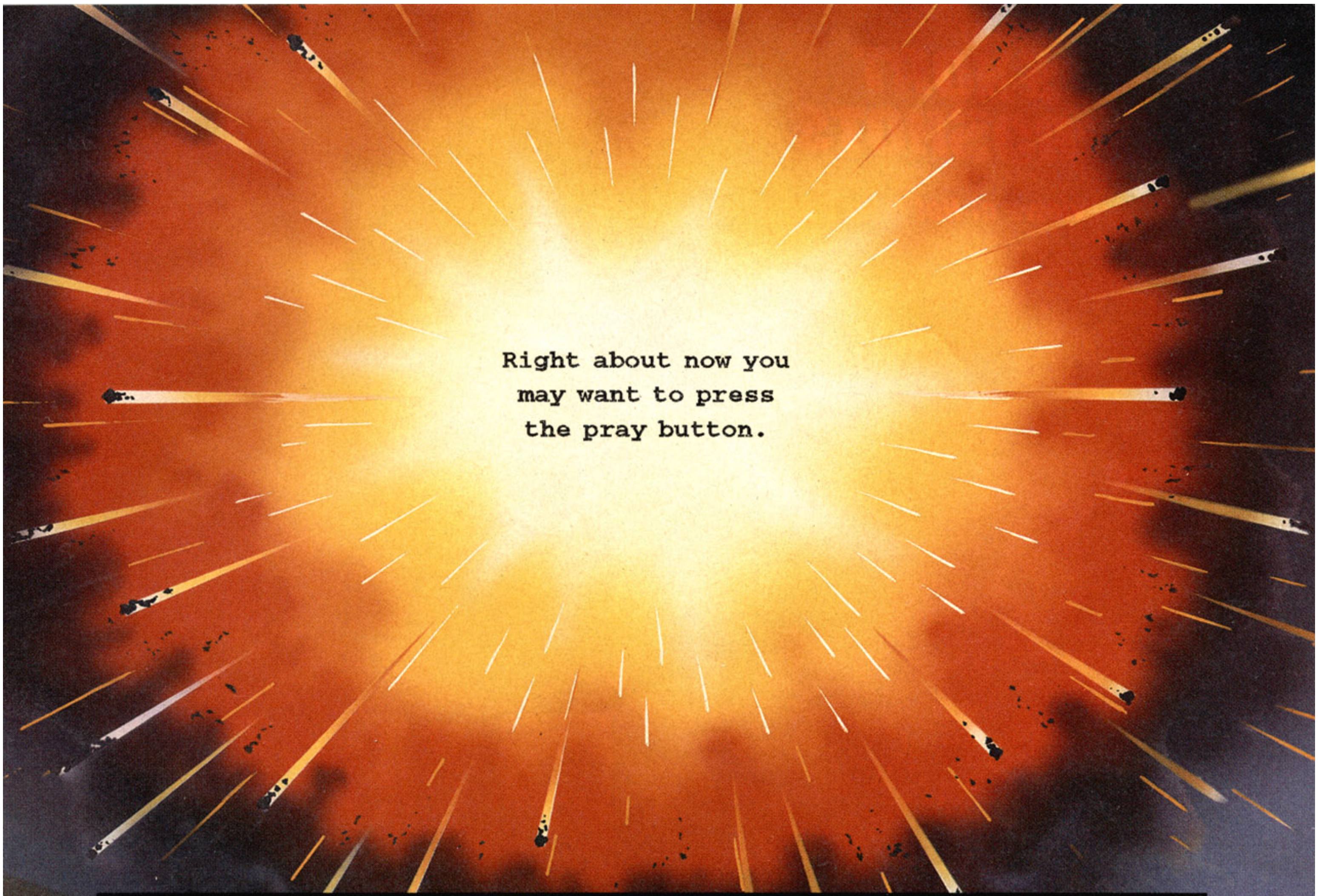
Virtual wallet

A: **A spokesperson from Golin-Harris (Nintendo's PR firm) replies:**
There is an AC adapter for the Virtual Boy, which is available at local retail toy stores (like Toys 'R' Us). The suggested retail price is $19.95.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's *Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402

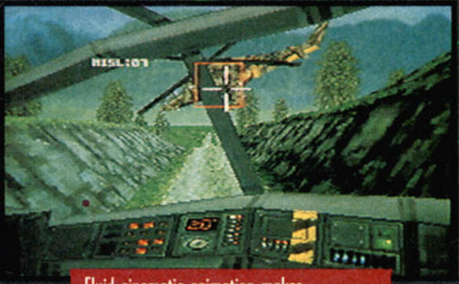
E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com



OR YOUR EJECTION SEAT

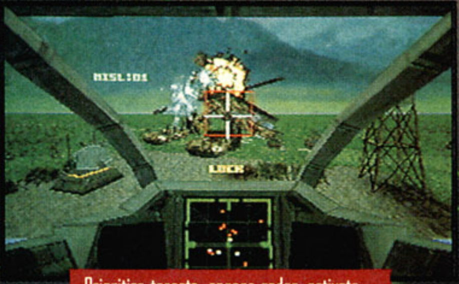
Strap into ThunderStrike 2. True 3-D environments. 37 incredibly realistic missions in real-time, first person perspective, that reflect today's world conflicts. Rotate your viewing position 180 degrees. Your control panels and multi function monitors light up just like a real battle copter. Whether it's gunrunning in South America or piracy on the South China Seas, it's in your face. So go ahead, start praying.

THUNDER STRIKE 2



Fluid cinematic animation makes ThunderStrike 2 feel more like a movie than a game.

Monitor combat situations outside your copter in 360 rotation.



Prioritize targets, engage radar, activate weapons and hold on.

U.S. GOLD®

PlayStation™

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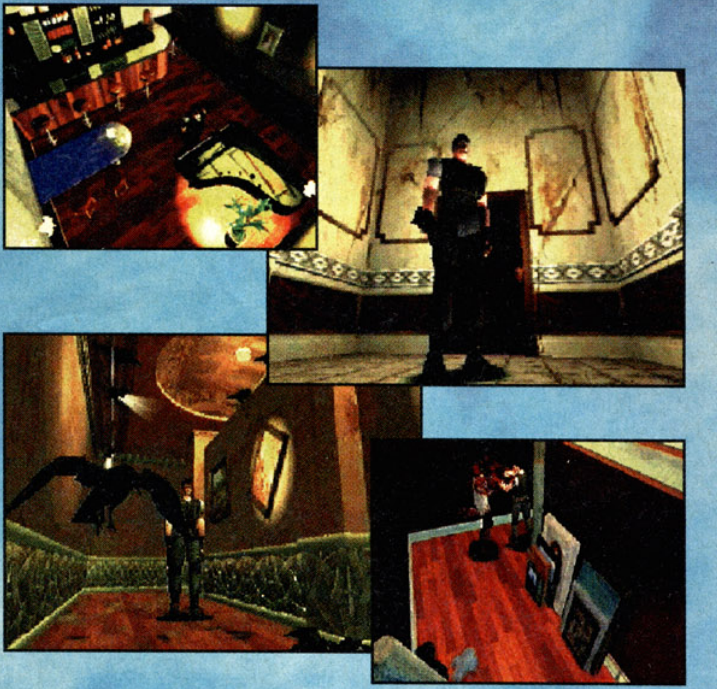
SHORT PROSHOTS

Previews of Hot New Games!

Resident Evil



PlayStation

Departing from the familiar formula of fighting games, Capcom takes up temporary residence in the action 'hood. From the looks of Resident Evil, an intriguing third-person-perspective action game, Capcom's comfortable in its new digs.

Resident Evil has a variety of gameplay and eerie, detailed graphics that tempt you to look closer, but repel you when you get too close. Using shifting camera angles in a 3D environment, this action disc combines role-playing and puzzle-solving gameplay.

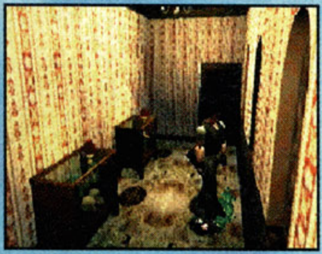
You're sent to investigate a foreboding mansion where government scientists are conducting top-secret biotechnology experiments that stretch the limits of science. The scientists have mysteriously vanished, and contact with the outside world is cut off. You have an assistant, but he's more hindrance than help, and you have a pistol, which isn't much firepower when you find out what you're up against.

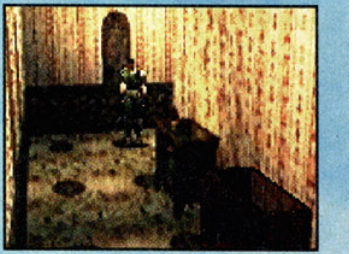
Through areas including the mansion, the garden, the tower, and a graveyard, you encounter vampiric zombies, giant spiders, and other mutant creatures. You must also avoid hidden traps, solve mind-bending puzzles, find critical items like maps, fire extinguishers, hammers, and medicine. Locating weapons like crossbows, bazookas, chainsaws, and shotguns increases your chances of survival long enough so you can uncover the scientists' fate and find the hidden helicopter to escape.

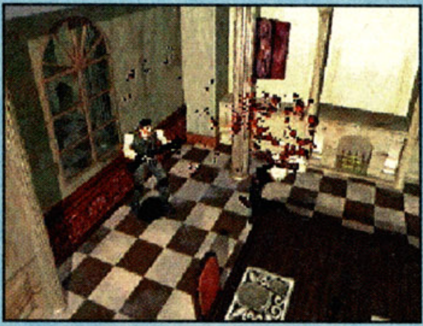
Resident Evil's rendered 3D backgrounds are heavily detailed, depicting shadows and light sources. The character moves amid multiple camera angles that heighten the suspense and assist you in your mission. The game employs minimal screen text, which forces you to explore your surroundings carefully and analyze all possibilities for clues.

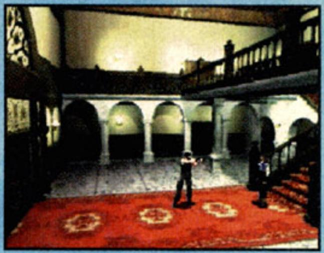
Whether its premise is paranormal or perfectly normal, Resident Evil looks like paramount fun.

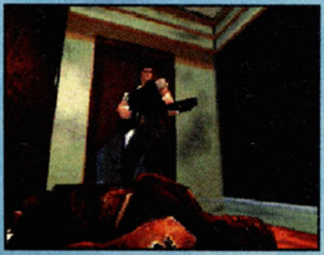
By Capcom
Available Winter '95

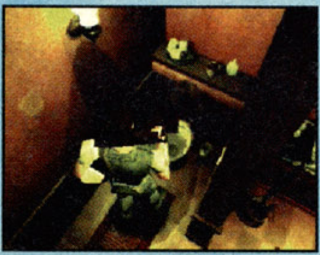


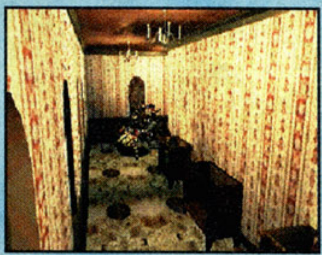




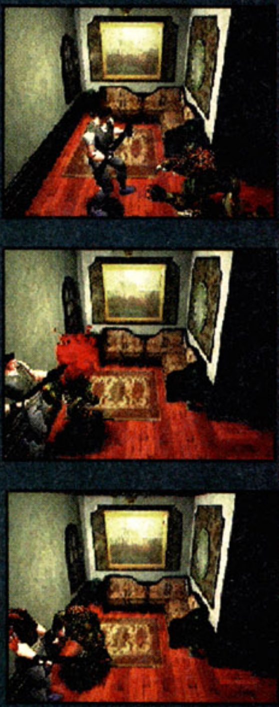








Headed For Trouble



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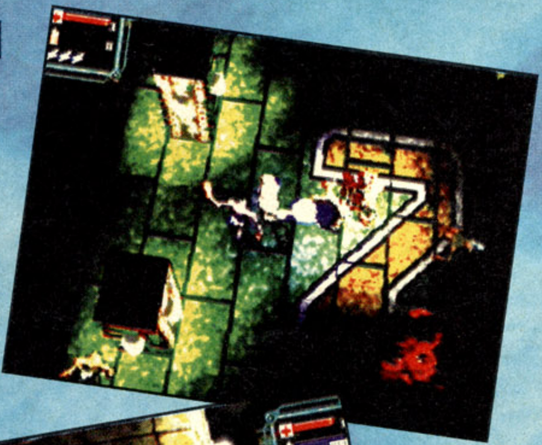
Konami
Human Resources Department, Dept. GP
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
Telephone: (708)215-5100, ext. 133
FAX: (708)215-5242

Loaded **PlayStation** **Saturn**

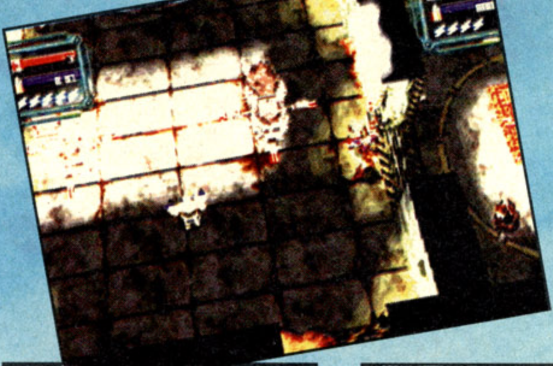


Prepare to see red on your 32-bit system when Loaded unleashes its firepower later this winter. Like a blood-splattered Soldiers of Fortune or Gauntlet, Loaded is an overhead shoot-em-up for up to four players (using multilinks).

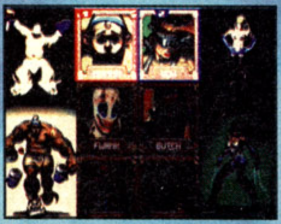
Everything about Loaded is a bit crazed: its lightning-fast pace, its ten deranged mercenaries, its swarms of enemies attacking from all sides. You couldn't ask for more fun in a shoot-em-up.

We gave you a first look at this hot game last month. Here's a second sweep that includes new pics of six of the game's ten characters.

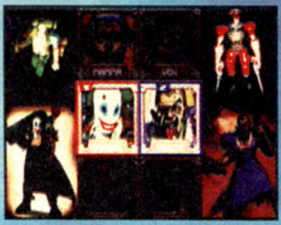
By Interplay
Available First Quarter '96



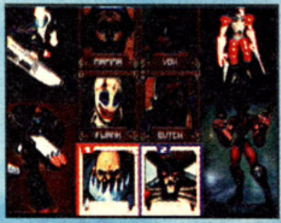
Mercenaries 'R' Us



Mamma, an apelike fiend; Vox, a lethal beauty



Fwank, the psychotic; Butch, the galaxy's most dangerous crossdresser



Bounca, a deadly version of dumb and dumber; Cap 'N' Hands, a cyborg space pirate

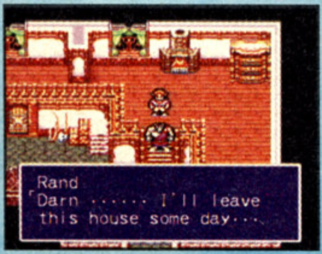
---

Breath of Fire 2 **Super NES**

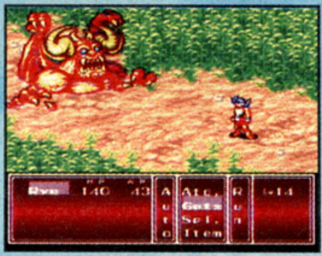
Drawing on the strongest elements of its successor, Breath of Fire 2 adds new features that make this role-playing game a worthy sequel and an excellent game in its own right.

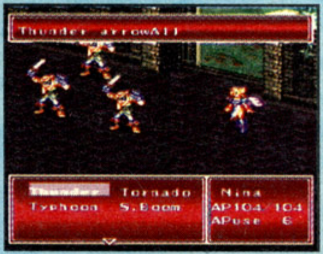
The corrupt church of Saint Eva has overrun the land and enslaved the people. Only a member of the Dragon Clan can free the people. That's you, worthy Ryu.

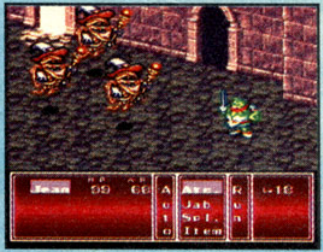
With your friend, Bow, you undertake the quest and build a group of patriots with special powers and abilities, including a warrior, a female gladiator, and a mercenary.



Rand
「Darn ...... I'll leave this house some day...





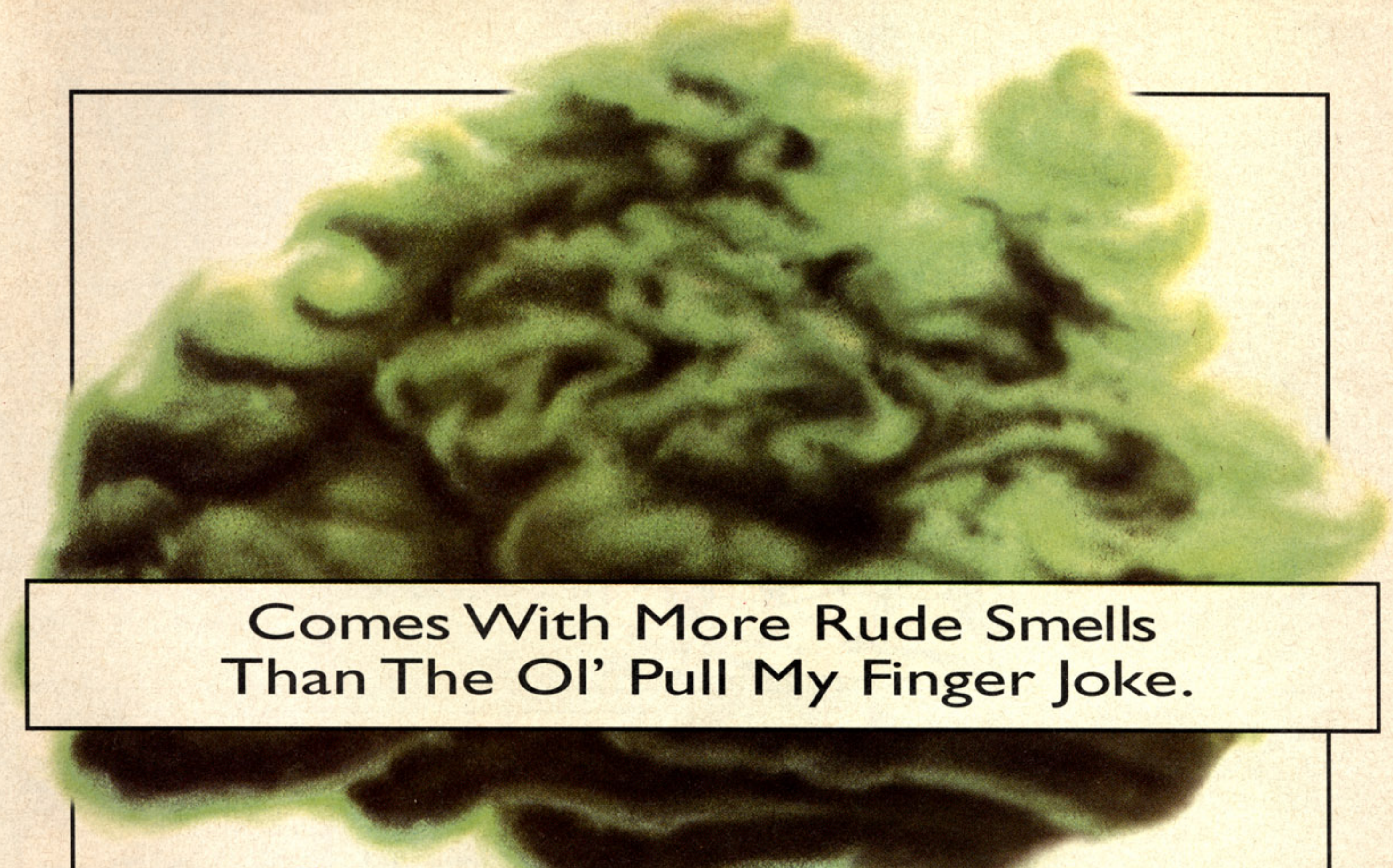


Katt 70 43
Atc.
Dare
Spl.
Item

BOF 2, however, offers new features like a city-building option; a monster meter that indicates the level of danger; the Dragon's Tear, a communications device that uncovers the truth; and shamen, who can create 160 variations of the other characters' powers and abilities. New, too, are magic spells that interact with the backgrounds during battle. For instance, cast a Fire spell to torch the forest.

With something old and something new, BOF 2 looks like a breath of fresh air for RPG players.

By Capcom
Available November



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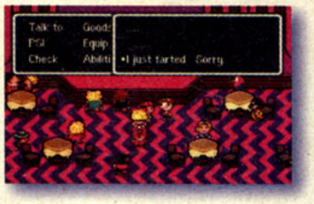
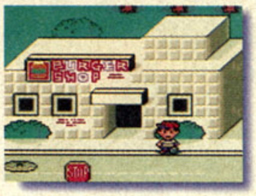

Talk to
Goods
PSI
Equip
Check
Abiliti

•I just farted. Sorry.

The monsters aren't the only ones who can reek. Maybe one of your friends boiled off some bad air.

You've never seen or smelled a Role-Playing Game like this! • Shortly after the government tries to cover up a sudden outbreak of criminal behavior all over the world, a "horrific meteor shower" and hordes of reeking, belching monsters turn up. • You'll travel to different towns, across new worlds, and through time to face Giygas, the evil, time-traveling alien who is to blame for all the mess. Each EarthBound Game Pak comes with a free 128-page Player's Guide loaded with info about where the best grub is, who to hang with, and what you need to avoid. Keep it nearby though, because the lowdown on all those heinous monsters will come in quite handy. If they get too close, open a window fast, because some of 'em are more than ripe. • But the adventure doesn't start until you do. Grab some air freshener and start sniffing around for an EarthBound Game Pak.


BURGER SHOP
STOP

Sell out your allowance for a burger or slice of pepperoni pizza when you need a boost of energy.

It's the first Role-Playing Game that stinks.

Nintendo®

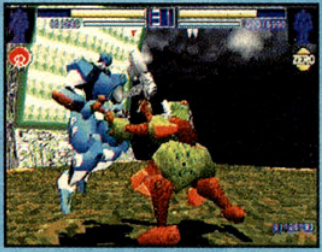
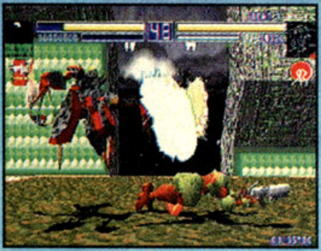
Zero Divide

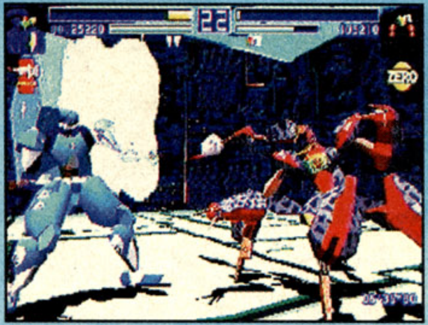
PlayStation

Early looks at this two-player fighting game reveal a promising prospect for the PlayStation. Details of the plot are sketchy, but the premise involves head-to-head robot combat, and with three buttons for a punch, kick, and block, Zero Divide plays much like Virtua Fighter. In Divide, however, you can recover from the ring-outs by clutching at the edge of the platform and hauling yourself back in.

Only three of the eight android bruisers were plugged in, but they're armed with special moves, throws, and projectiles. Sharp 3D graphics and rotating camera angles hint at a bright future for this game.

By Zoom of Japan
Available Spring '96



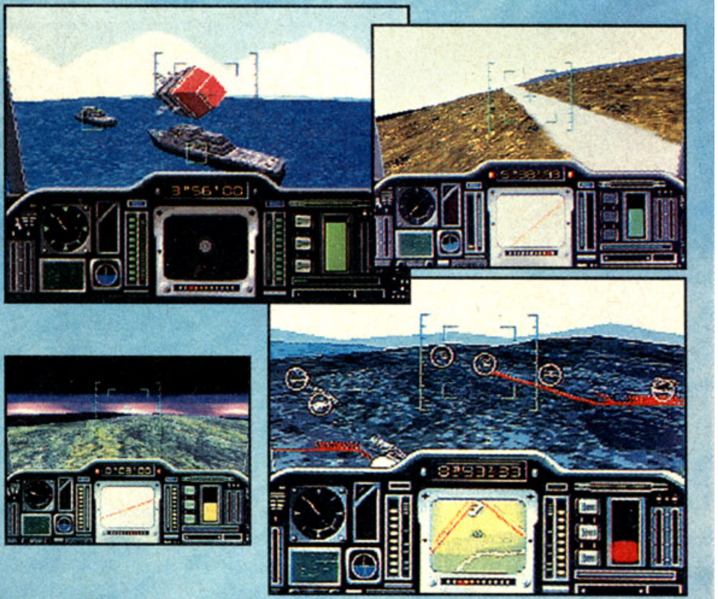
Scramble Cobra

3DO

Allied countries are under siege, and you're the ace shooter commissioned to end the warfare in this one-player flight sim. To do so, you strap into the Scramble Cobra with its three-pronged weapon system and first-person cockpit view.

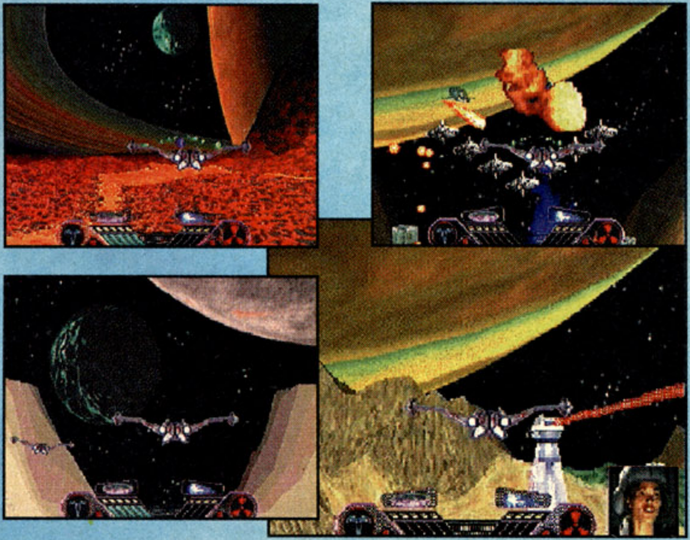
In Scramble Cobra, you undertake ten missions, but you can fly the first five in any order. Unlimited Vulcan cannon firepower drives your aerial attack, but you can also call on a limited supply of image-recognition missiles and napalm. Your mission objectives range from destroying enemy installations to protecting cities. In all cases, the missions are timed and you can locate supply trucks to replenish dwindling ammo.

By Panasonic Software
Available November



Solar Eclipse

PlayStation **Saturn**



What Total Eclipse brought to the 3DO, perhaps Solar Eclipse can bring to the Saturn and PlayStation. This prequel to last year's stellar shooter is a one-player outer-space dogfight against artificial intelligence that has overtaken a space colony.

You must navigate through more than 20 levels of 3D texture-mapped terrain. Flying from a first-person cockpit or a behind-the-ship view, you sweep across asteroid fields, caverns, and canyons.

More than 40 minutes of full-motion video sets the stage. Your tough-talking comlink contact, Major Kelt, is played by Claudia Christian (*Babylon 5*).

By Crystal Dynamics
Saturn Available November
PlayStation Available Spring '96

CHIPS&BITS INC.

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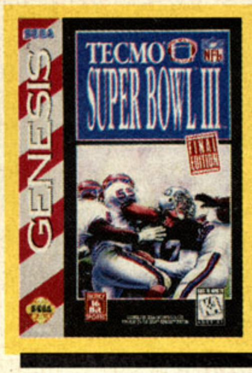
Only For Nintendo
SUPER NINTENDO

'DONKEY KONG COUNTRY 2' Greater graphics and faster action for this even bigger adventure! All new worlds populated with new enemies and new friends. **$64**



'TECMO SUPER BOWL 3' This game is virtually an NFL football simulator. The player has all of the abilities of the real NFL football teams, coaches and the real NFLPA players. New rosters, character edit mode and expansion teams. **$62**

BREATH OF FIRE II
CAPCOM
SUPER NINTENDO

'BREATH OF FIRE 2' Combine an orphaned descendant of the Light Dragon with a stout hearted warrior and you have the makings for this fantasy RPG! Four new fighting formations! **$59**

SEGA
VIRTUA COP
SEGA SATURN

'VIRTUA COP' The bad guys can run, but now there'll be virtually no place for them to hide. It's a first person experience where you put your shield, your weapon and your life on the line! Arcade moves and 3-D perspective. **SAT $52**

TEKKEN
PlayStation

'TEKKEN' 8 of the world's finest, most deadly fighters are brought together by the Japanese Mishima Empire for one reason only, money. This is the ultimate battle for supremacy, where the winner goes home rich and the loser goes home in a pine box. **PSX $46**

SEGA
GENESIS
MORTAL KOMBAT 3
Williams

'MORTAL KOMBAT 3' is loaded with everything players have been begging for, six new Kombat Kodes, eight new characters, thirty two megs, and secret portals that allow fighters to smash up and down into different backgrounds. **$69**

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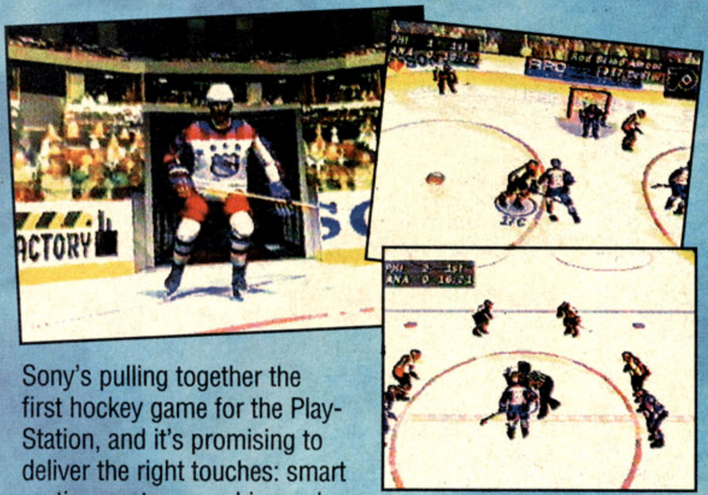
NHL Face Off

PlayStation



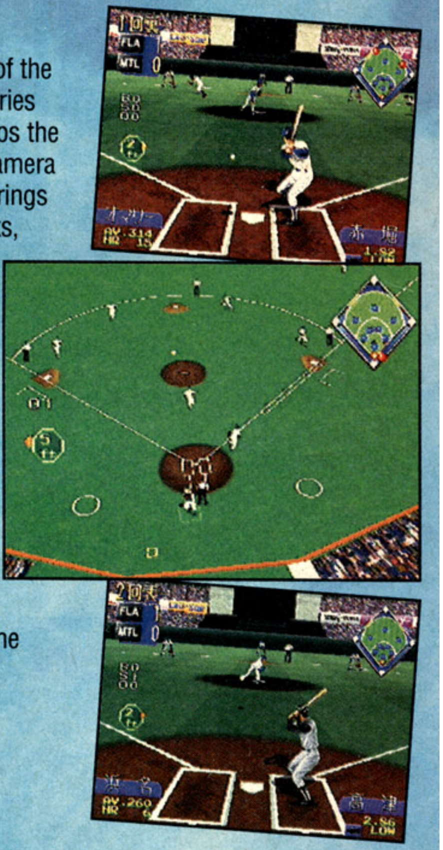
Sony's pulling together the first hockey game for the PlayStation, and it's promising to deliver the right touches: smart motion-capture graphics and solid control. Multiple perspectives will track the on-ice action, which will feature all 26 NHL teams with real players and a decent lineup of stats and options. Drafting and trading features will let you customize the rosters, and you'll be able to create your own players as well.

With five types of checks, you'll hunt down your opponents in the two-player Practice, Exhibition, Season, and Playoff modes. EA Sports is warming up its NHL series as well, so the competition for top hockey honors will begin early on the PlayStation.

By Sony Interactive Studios America
Available December

World Series Baseball

Saturn



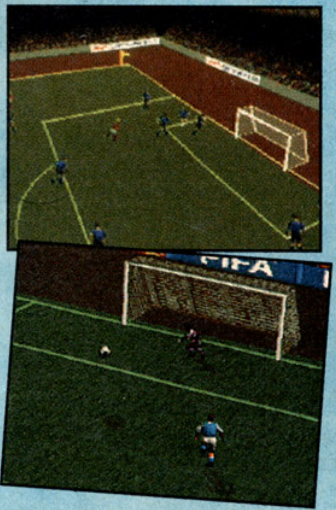
Building on the success of the Genesis series, World Series Baseball for the Saturn ups the graphics ante with five camera angles, souped-up renderings of the big-league ballparks, larger sprites, and zooming action that tracks the ball to the fence. At-bat and play-by-play announcements will enhance the ballpark atmosphere.

Two players will choose from all 28 major-league teams with real players, then slug it out in Exhibition, Season, Playoff, and Home Run Derby modes.

By Sega Sports
Available Now

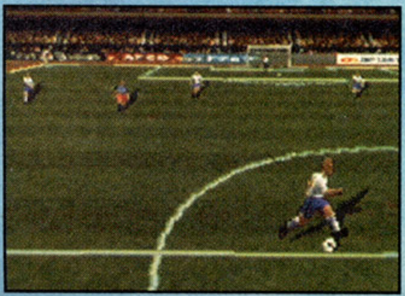
FIFA Soccer '96

PlayStation **Saturn** **32X** **PC CD**



The latest version of the highly acclaimed soccer series is making its way to the 32-bit platforms, and soccer fans should be pleased by the selection of more than 3000 real players from 12 international leagues. Up to eight players can test out new moves like the dummy and the crossover fake, and famous players, like Brazil's Romario, will have their real-life signature moves.

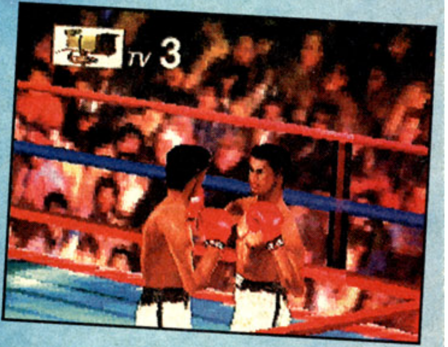
Unlimited camera angles on the rendered 3D sprites and stadium backgrounds should make for a visual extravaganza, and the real-life chants from crowds around the world will keep your pulse thumpin'. Play-by-play commentary from British "football" announcer John Motson will add to the at-the-stadium feel.



By EA Sports
Available November

Foes of Ali

3DO



The world's most famous boxer is about to step into the 3DO ring with a heavyweight lineup of features. The Career, Historical, and Exhibition modes pit you against nine of Ali's famous opponents, or you can take on a friend in two-player competition.

Multiple camera angles will re-create the feel of a TV boxing broadcast. The brave who choose to fight from the first-person perspective will face blurred vision, double vision, and "seeing red" as their injuries pile up. Authentic crowd noises and motion-capture graphics should complete the ringside atmosphere.

By EA Sports
Available Now

GAMEPRO Hot Holiday Picks

Primal Rage Official Player's Guide

By John Fisher

All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 160 full-color pages of killer tactics, strategies, battle techniques, and finishing moves that will make you ruler of the new Urth.

$10.99 Code: BK-354
Genesis, Super NES,
Game Boy, & Game Gear

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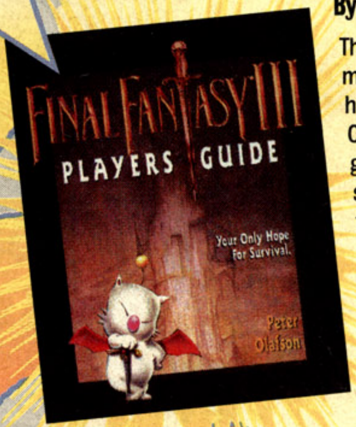
The Only Exclusive, Fully Authorized, Complete Strategy Guide That Gets You Ready to Rage!

Final Fantasy III Players Guide

By Peter Olafson

The Espers have returned to let their magic loose on humanity, and all of humankind stands to be wiped out. Can you stop this madness? This guide is jam-packed with the battle strategies and fighting tips needed to defeat Kefka and stop the magical onslaught of the Espers.

$12.95 Code: BK-317 SNES


FINAL FANTASY III
PLAYERS GUIDE
Your Only Hope For Survival.
Peter Olafson

Batman Forever Official Player's Guide

By Corey Sandler

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page superguide contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

$9.99 Code: BK-360
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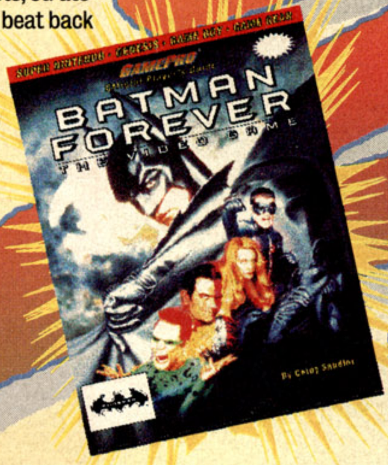
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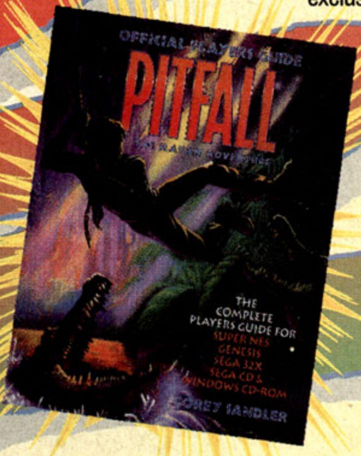
BATMAN FOREVER
THE VIDEO GAME
By Corey Sandler

Pitfall The Mayan Adventure Official Players Guide

By Corey Sandler

Time is running out for dear old dad! This exclusive full-color Official Players Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spirit of an ancient Mayan Warrior. With this guide in your adventurer's pack, success is only a sling stone's throw away!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COREY SANDLER

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9512GP

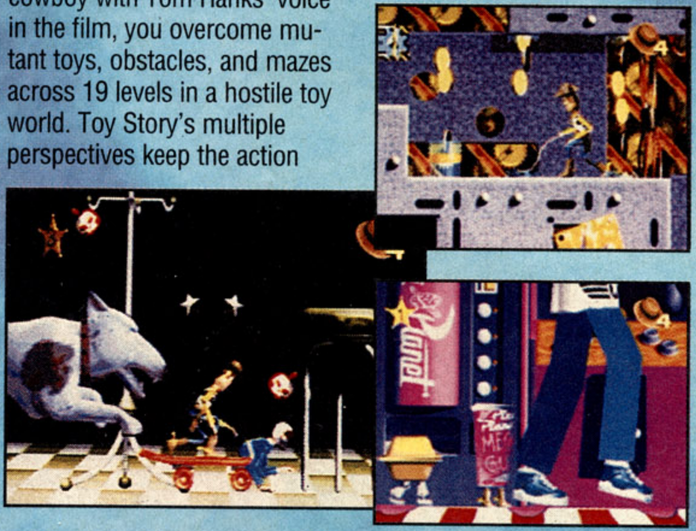
Toy Story **Genesis** **Super NES**

Toy Story could be the top story this holiday. Released in conjunction with the Disney movie it's based on, Toy Story looks just like a next-gen action game. It's easy to see why: The game uses 3D images from the fully computer-generated animated film.

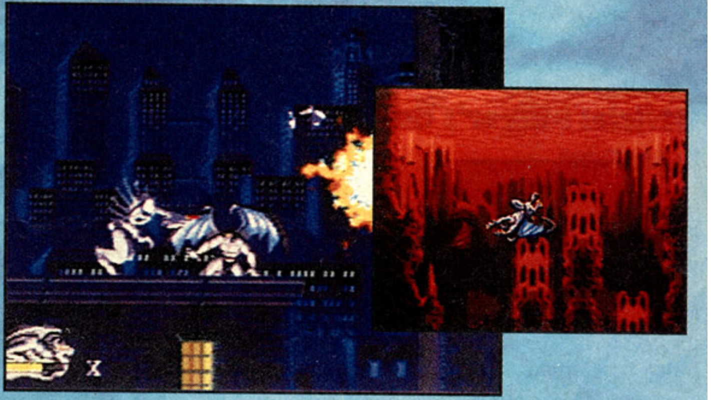
Playing as Woody, the toy cowboy with Tom Hanks' voice in the film, you overcome mutant toys, obstacles, and mazes across 19 levels in a hostile toy world. Toy Story's multiple perspectives keep the action fresh as you change from side-scrolling gameplay to a driving sequence to a first-person segment.

Looking much like Clockwork Knight for Saturn, Toy Story has to make you wonder: Saturn? Why?

By Disney Interactive
Available November



Gargoyles **Genesis** **Super NES**



It was only a matter of time before *Gargoyles,* the animated series, crossed into the video game arena. This one-player action beat-em-up looks like it was worth the wait.

A dark, foreboding game, Gargoyles catapults its warrior hero, Goliath, from medieval Scotland to modern-day New York. Playing as Goliath through 18 stages, you must scale walls, perform aerial maneuvers, and engage in basic beat-em-up action against hordes of enemies ranging from ancient Vikings to futuristic robots. Your goal: To secure the world by destroying the Eye of Odin.

Richly animated graphics set the stage, while a new villainous cast of rendered 3D robots makes the fighting sweet.

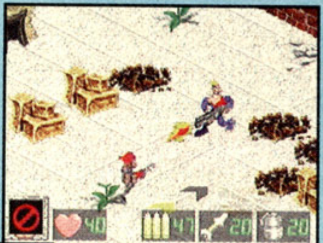
By Buena Vista Interactive
Available Fourth Quarter '95

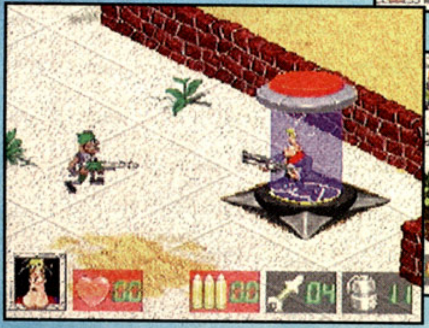
Captain Quazar **3DO**

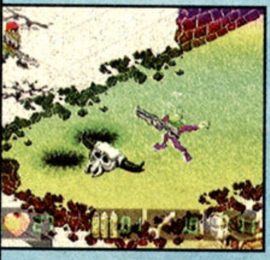
He gets his own rap song, a rapid-fire personal cannon, and the cosmic okay to lay waste to everything in sight. At first look, Studio 3DO's cartoony Captain Quazar resembles a rabid Rambo with a tin star. Sounds like fun!

A mission-based action game for two players, Captain Quazar takes place across three worlds (eight levels) run by three crime lords. Quazar's job is to clean up the worlds and capture the bosses. Humorous cinemas intercut the missions, which range from dusting enemy buildings and freeing hostages to a showdown with Ox, the final boss. Cartoony, offbeat music and sound effects lighten the game's approach. A two-player competitive mode doubles the fun.

By Studio 3DO
Available November





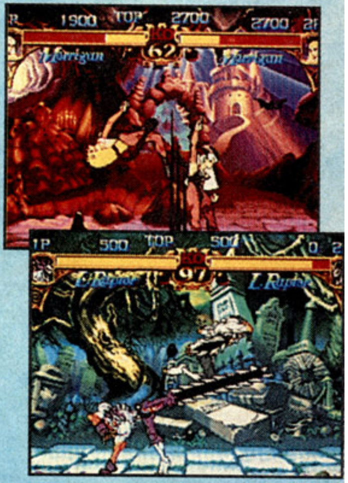


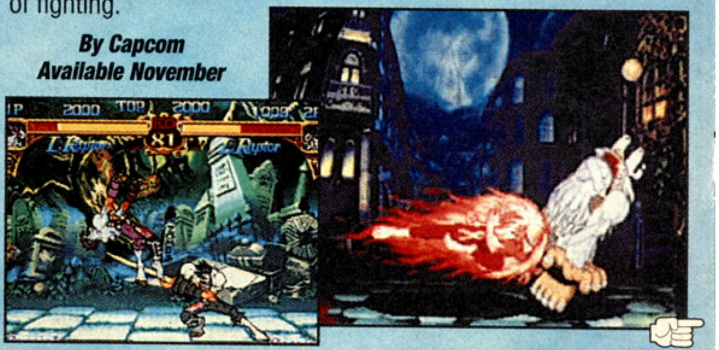
Darkstalkers: The Night Warriors **PlayStation**

The otherwordly action of Darkstalkers, the arcade head-to-head fighting game, debuts soon on Sony's new system. This one- or two-player game carries ten monsters on its roster. The vampire, the werewolf, and the samurai ghost are among the contestants battling in the standard best-two-of-three tournament action.

Things to look for in this conversion are combos, midair blocks, and the ability to charge special moves while in the heat of fighting.

By Capcom
Available November





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Supr Mario 2	6
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Xenophobe	5
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Ultimate Joystick	7
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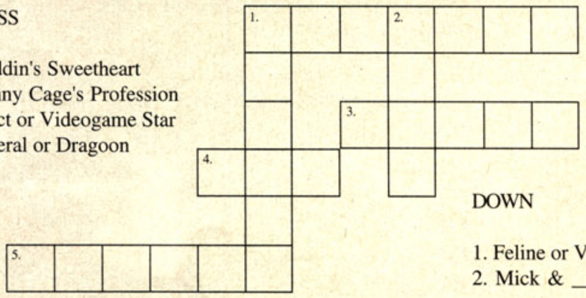

DOWN

1. Feline or Video Game System
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Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name, address and phone number to:
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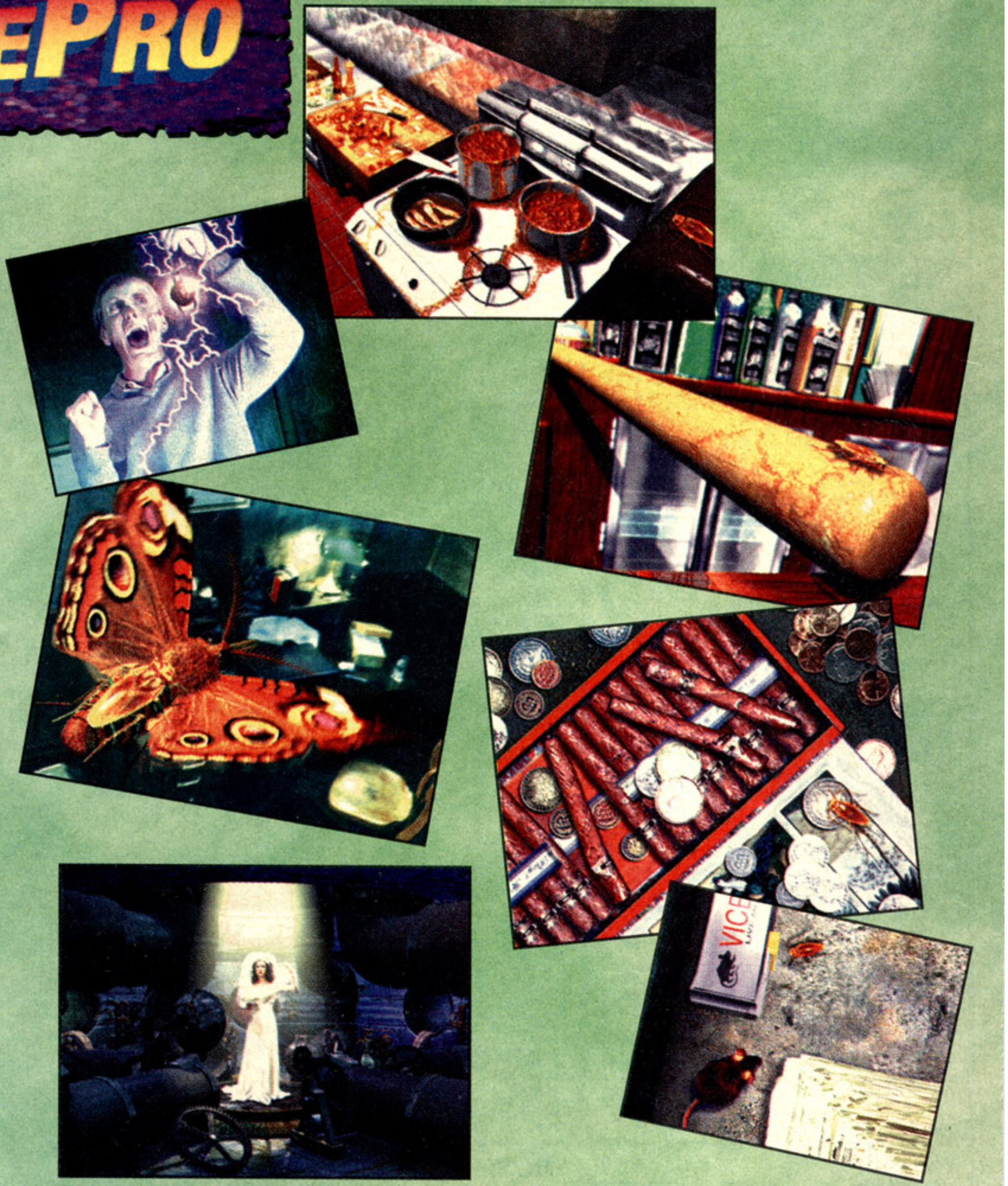
GP

Bad Mojo **PC CD**

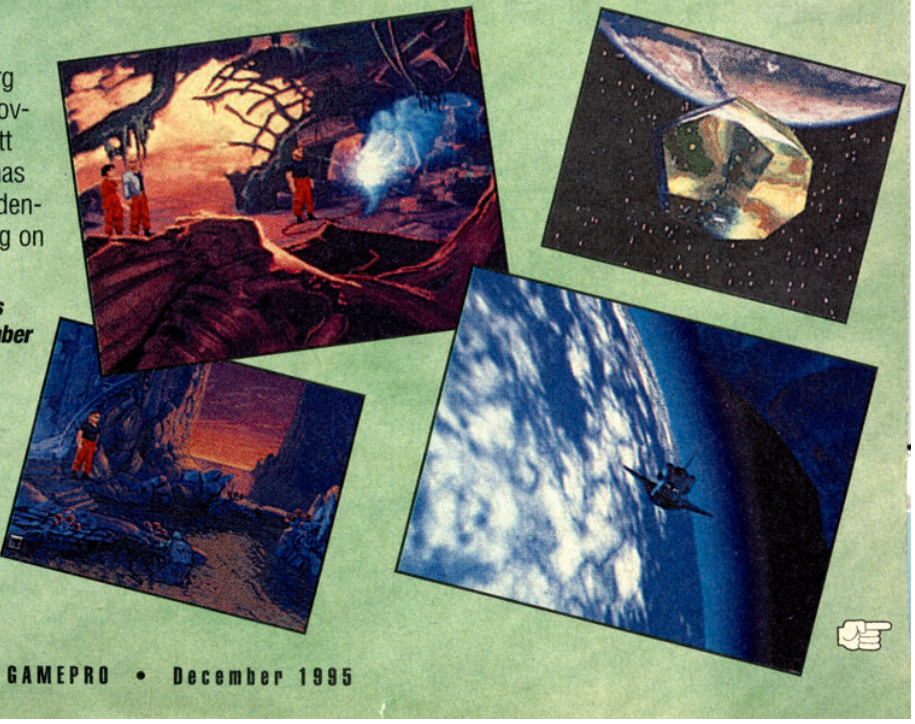


In a shady area along the San Francisco wharf, a scientist's magical artifact accidentally transforms him into a cockroach – and you play as the roach. The creepy crawly one-player action challenges you to regain your human form with only the abilities of a roach and the guidance of a few animal friends. The seamlessly integrated puzzles pose tasks like figuring out how a roach could turn off the pilot light on a stove.

Spectacular graphics depict the apartment in phenomenal 3D detail. You'll crawl across messy kitchen counters, delve into the innards of a refrigerator, and escape from roach motels. This dazzling adventure has the potential to rival Myst in popularity. Pulse is considering ports to the PlayStation and Saturn, so keep your eyes peeled for 32-bit roaches!

By Pulse Entertainment
Available November

The Dig **PC CD**



This one-player adventure starts with you in the role of a space shuttle commander sent to realign the orbit of a wandering asteroid. After an accident with the asteroid, you and your crew – a reporter and a geologist – end up on an unknown planet strewn with the remains of an extinct civilization. Piecing together the story of that planet is your only way home.

Eerie, alien graphics support the intriguing story line, and the game's packed with digital audio dialogue. With creative contributions from Steven Spielberg and top sci-fi novelist Orson Scott Card, The Dig has all the right credentials to score big on the PC.

By LucasArts
Available November

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Mystery Word Grid

	H				___	M Y S T
		E			___	E R Y
P	I	N	C	H	W	
	R				___	W O
S					___	R D

WORD LIST and LETTER CODE chart

PINCH .....W
BREAK ......Z
STOMP .....T
CRUSH.......I
PRESS.......K
PUNCH .....S
STAND......R
SCORE .....H
BLAST ......A
SPRAY C
PRESS ....E
SLANT L
WRECK.....D
TURBO......V
DREAM ....O
CHASE......P

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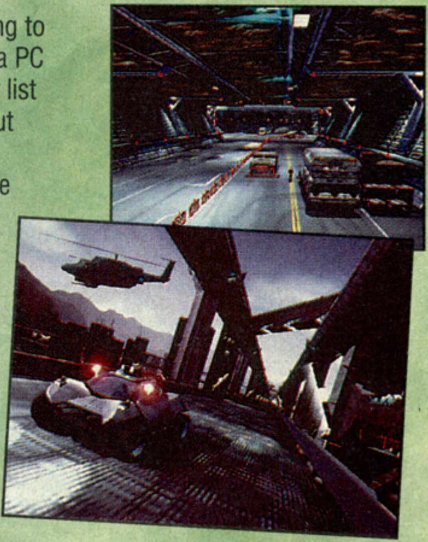
PC GAMEPRO

Cyberia² PC CD



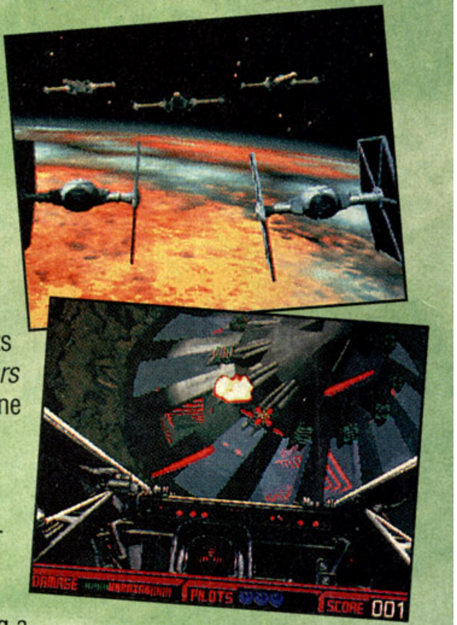
The holidays are beginning to look interesting if you're a PC gamer. Word is that your list won't be complete without Cyberia².

This action/adventure sequel has cyber hacker Zak Kingston awakening from the big chill (cryogenic hibernation) to help rebels squash the Free World Alliance.

From gun battles to hand-to-hand combat, Cyberia² promises more action and more lifelike gameplay. You can thank new technology, too, for the seemingly unlimited enemies. Cyberia² smacks of replay: You can set the difficulty, and enemies are programmed for randomness so you shouldn't see one in the same place twice.

By Virgin Interactive Entertainment
Available November

Rebel Assault II PC CD



Rebel Assault is spawning an extraordinary action sequel with an original story line and live-action video. With George Lucas's blessing, Rebel Assault II will star actors in authentic *Star Wars* costumes and will use props from the film trilogy. Rebel II represents the first time the *Star Wars* creator has allowed anyone to film a live-action *Star Wars* adventure.

A new game engine will also rev Rebel II's action, though the shooting and flying are similar to the original game's. Flying a cockpit view from within various starfighters and the *Millennium Falcon*, set your cross hair on TIE fighters and Star Destroyers as you blast across the futuristic galaxy. Rebel II is sure to please *Star Wars* fans.

By LucasArts
Available Winter '95

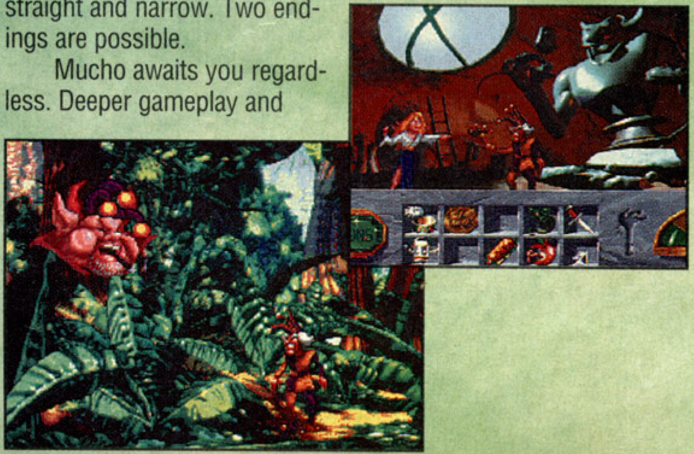
Kyrandia Book Three: Malcolm's Revenge PC CD

The Kyrandia series continues when some chance lightning strikes the statuary that is the evil jester Malcolm. Freed from his stone existence, Malcolm is again led by Stuart and Gunter, his good and bad consciences.

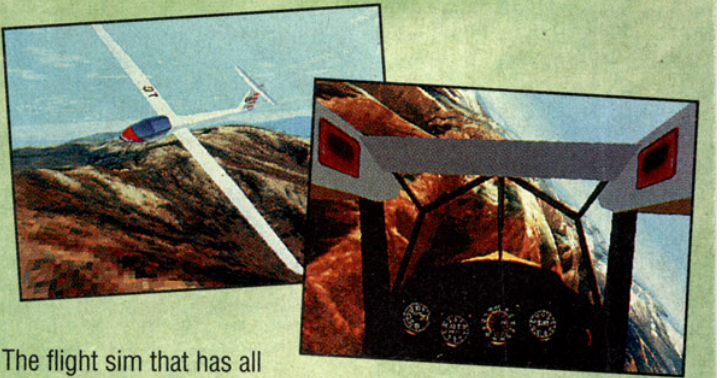
Playing as Malcolm, you can choose from three paths: evil, neutral, or follow the straight and narrow. Two endings are possible.

Mucho awaits you regardless. Deeper gameplay and more than 80 scenes filled with magic, mayhem, and pretty darn hard puzzles increase Kyrandia Three's challenge. Also added to this installment are rendered 3D cinemas and Supersound, CD-quality music.

By Virgin Interactive Entertainment
Available Now



Flight Unlimited PC CD



The flight sim that has all the PC pilots panting is Flight Unlimited. Take this one-player graphical beauty skyward and you'll know what it means to soar like a bird. But don't expect to target enemies or to undertake missions: Flight Unlimited is the aerobatic pilot's flight sim.

In Flight, you get your choice of aerobatic planes, including a glider. Like an armchair barnstormer, your only purpose is to fly stunts of increasing difficulty above breathtakingly beautiful 3D photorealistic terrain. You're rewarded with extraordinary internal and external views, as well as an instant replay of your stunt. Flight has a 3D cockpit with working instruments that adds to the game's realism.

By Virgin Interactive Entertainment
Available Now

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OVERSEAS PROSPECTS

An International View on Video Games

COMING ATTRACTIONS

As the PlayStation launches in the U.S., games are appearing in Japan. Here are some hot titles in development for the Sony system, plus a few to watch for on the Saturn and Super Famicom.

By Nob Ogasawara and Major Mike

Battle Arena Toshinden 2

(PlayStation)

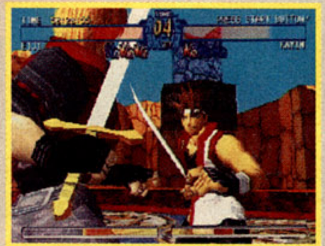
By Takara
Developed by Tam Soft
1 or 2 players
Availability date not yet announced
CD
Fighting

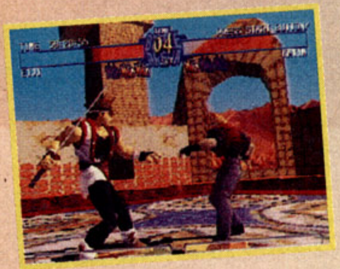
All fighters from the first Toshinden Tournament return in this sequel with the possible exception of Sho. Gaia shows up without his heavy armor and is marked for death by his shadowy syndicate masters for his failure at the last gathering.

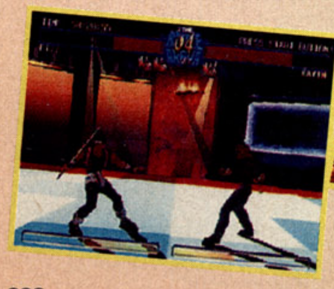
Two new characters have also been announced. Tracy, a female cop wielding mean tonfa rods, lets her opponent take the first shot so she can claim self-defense. Chaos is the syndicate's assassin ordered to sanction Gaia with extreme prejudice.

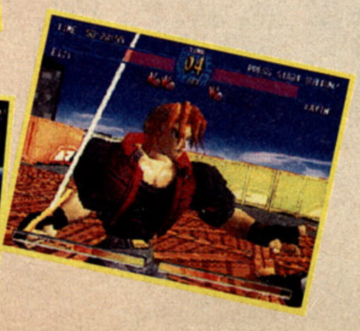
Notable changes include the Over Drive Gauge at the bottom of the screen, which is presumably like the power meters found in recent SNK fighting games. Each stage will have a fixed light source rather than the frontal lighting used in the original. By enabling back lighting and other visual techniques, the expressions and movements of characters will be more lifelike.

Takara says Toshinden 2 will hit Japanese arcades in October or November with the home version following shortly afterwards.



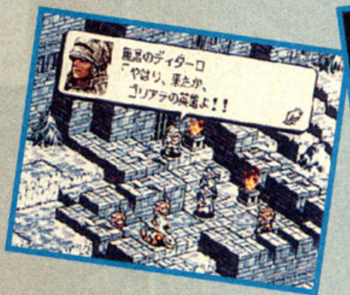


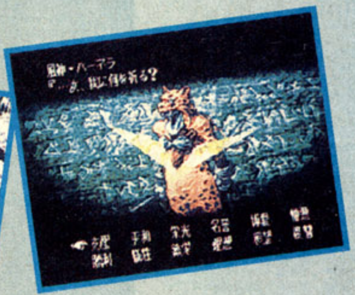


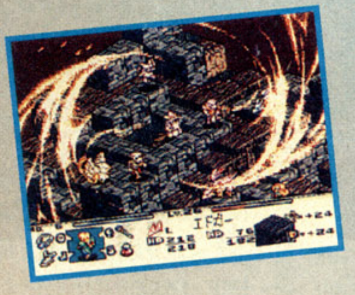


Tactics Ogre (Super Famicon)

By Quest	24 megs
Developed by Quest	War sim/RPG
1 player	Battery backup
Available October 6	

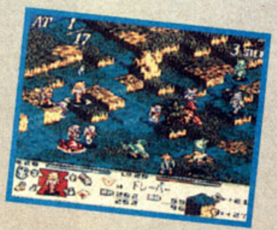






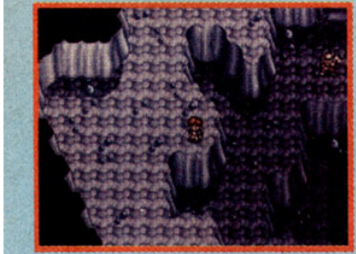
The long-awaited sequel to the highly engrossing Ogre Battle (released by Enix on the Super NES) will finally be released 18 months after it was originally announced.

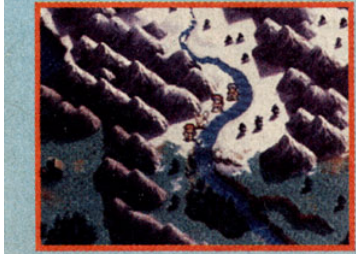
Unlike Ogre, this game is a turn-based battlefield simulation that plays like Shining Force on steroids. All fighting is conducted on a diagonal-view map with geographical obstacles and height differences that can be advantageously used by both sides. Similarities to Ogre include several mystical beasts and races, and the ability to change the class of characters based on how they have been used in combat. The depth of gameplay offered by this game should keep armchair generals on the battlefield for months.



Lunar Remix (Saturn)

By Kadokawa Digital Entertainment (KDE)
Developed by Game Arts
1 player
Available January '96
CD
RPG
Saturn memory-cart backup





The classic Mega CD RPG (translated by Working Designs for the Sega CD) is being remade for the Saturn.

Making the jump to 32-bit, Lunar Remix is undergoing substantial enhancements in graphics and sound. The designers are also adding new features like traps and events to raise the gameplay to new heights.

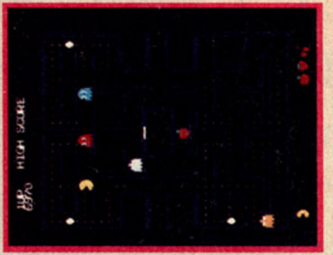
KDE claims the new enhancements will make this game freshly appealing to veterans of the original 16-bit version. Let's hope somebody picks up this promising RPG for an English translation!

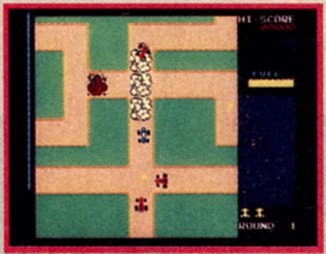
Namco Museum Vol. 1 (PlayStation)

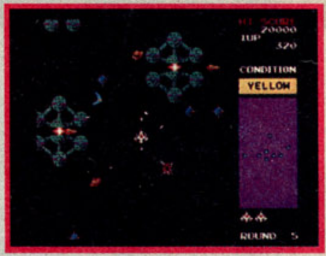
By Namco of Japan
Developed by Namco
1 or 2 players
Available November 22
CD
Six-game collection
Memory-card backup

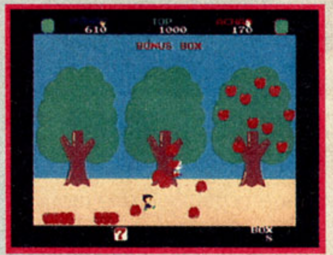
Namco brings together some classic arcade games from the '80s. This six-game collection includes the world-famous Pac-Man, the flag-grabbing racer Rally X (and the enhanced New Rally X), shooters Galaga and Bosconian, the pioneering behind-the-car-view racer Pole Position, and the colorful action game Toy Pop.

Older arcade fans will appreciate this well-packaged collection – especially since Pole Position and Toy Pop have never been available outside the arcade. How about Dig Dug, Xevious, and Burgertime for Vol. 2 and beyond?





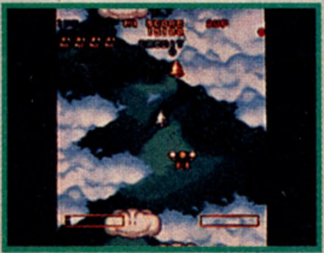




Detana Twinbee Yahoo Deluxe Pack (PlayStation)

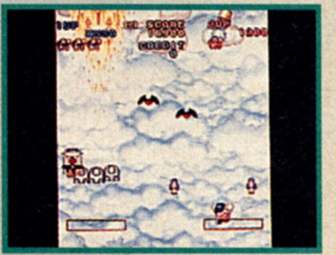
By Konami of Japan
Developed by Konami
1 or 2 players
Available September 29
CD
Shooter

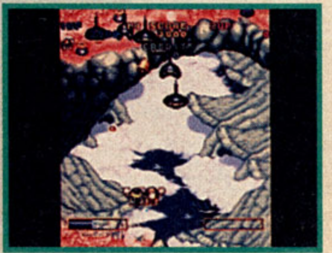
Konami packages two arcade Twinbee shooters as one cute, colorful combo. Detana Twinbee was released in early '94, and Twinbee Yahoo hit the arcades this spring.



These games are respectively the second and third in the vertical-scrolling shooter series.

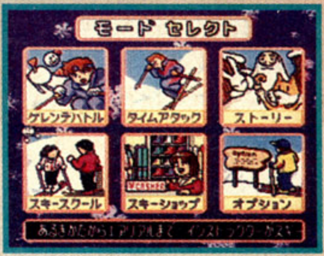
Konami manages to fully re-create the original arcade games, including the high-grade anime cinemas. An arcade-perfect version is also in preparation for Saturn.

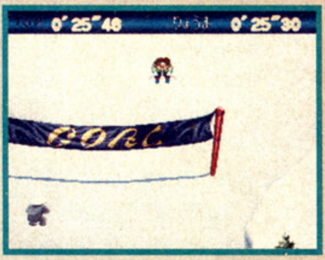


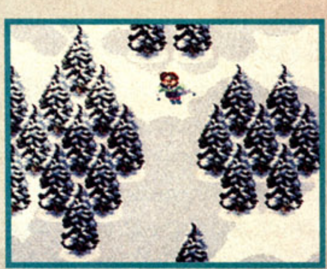


Super Family Gelande (Super Famicon)

By Namco of Japan
Developed by Namco
1–12 players (not simultaneously)
Availability date not yet announced
16 megs
Skiing
Battery backup







The sports experts at Namco turn their attention to skiing, Japan's premiere winter sport, and bring its speedy excitement home without the attendant cold.

Rather than take the easy route of using the control pad to perform turns, Namco opts for a unique system that makes the skier shift his weight on his feet – just like real skiing! With features like Story and Time Attack modes and more than eight slopes, Super Family Gelande has enough variety to keep skiers happy in the off season.

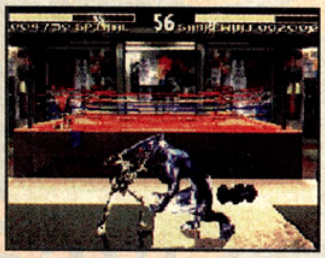
System Wars

Sales of the PlayStation and Saturn appear to be running neck and neck, despite the Saturn's early start.

The early returns for the new 32-bit systems are in, and the result is…a draw? Depending on how you look at it, **Sony**'s **PlayStation** is outselling the **Sega Saturn**, or the two systems have identical sales figures. According to official statements from company spokespersons, as of late September the PlayStation and the Saturn had each sold about 120,000 units in the U.S. The big difference is that the Saturn made its debut on May 11, while the PlayStation debuted September 9.

For both systems, sales were highest right when the systems launched. Sega saw another sales boost when it offered Virtua Fighter Remix and its "three free games" deals late in the summer. Still, the sudden success of the PlayStation must be troubling for Sega, considering the Saturn had a four-month head start, yet the PlayStation caught up within three weeks of its launch. "We had the right price, the right technology, and the right software," claimed Olaf Olafsson, president of Sony Interactive. The bad news for Sony, meanwhile, is that it's almost certainly losing money on every PlayStation it sells for $299, but it hopes to recover those early losses when about 20 PlayStation games go on sale for Christmas.

In other sales news, according to a Sega spokesperson the sluggish sales of the **32X** perked up late in the summer when the price for the base unit (with no pack-in game) was cut from $149.99 to $99.99. The price for the system with either Star Wars Arcade or Doom also dropped, falling from $179 to $139. "It's the most affordable system for 32-bit gaming on the market," said Chrissie Huneke Kramer, director of marketing for the 32X. "And we expect to see a more significant increase as more of our fall titles roll out." Prominent among those is Virtua Fighter, scheduled for a mid-October release.



Nintendo's raking in the bucks as Killer Instinct SNES carts dash out the door.

As for **Nintendo**, it had its own sales figures to brag about. More than 150,000 copies of **Killer Instinct** for the SNES were sold on the first day the game hit U.S. stores (August 30), making it the fastest-selling Nintendo home game ever. The previous Nintendo champ was last year's Donkey Kong Country. Nintendo anticipates that it will sell more than 2 million KI cartridges in the U.S. by the end of the year.

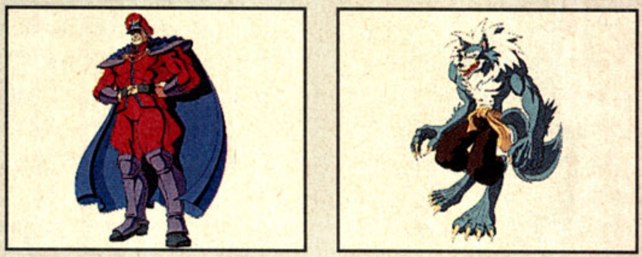
The "Other" System

3DO's counting on its "value" package and larger software library, which includes 3DO-only titles like Killing Time, to keep up with Sega and Sony.

After a three-year lead in the 32-bit market, **3DO** now faces serious competition from Sega and Sony. Despite its head start, 3DO has achieved only lukewarm acceptance and success. As the next-generation battle lines are drawn, 3DO's looking at its price/pack-in combination, its software, and its upcoming **M2** technology to stay in the field.

Bob Lindsey, 3DO's senior

Capcom Cartoons



***Capcom** is hoping to repeat the success of its* **Mega Man** *cartoon with two new animated shows based on video games.* **Street Fighter: The Animated Series** *is reminiscent of last spring's film, positioning Guile as the leader of the Street Fighters against an evil syndicate run by Bison.* **DarkStalkers** *tells the continuing story of an average kid who makes some supernatural friends and then confronts an alien invasion.*

vice president of marketing and general manager of Studio 3DO, earmarked 3DO's "value" package as one of the system's strong points: $299 gets you a 32-bit system with two pack-in games and RF capability. In contrast, Saturns and PlayStations cost $349 with one pack-in and no RF input.

Lindsey explained that 3DO plans to beat its rivals with software, not hardware. "For second-generation 32-bit systems, Sega and Sony didn't do much to improve on our system. If you laid all three systems side by side, you couldn't tell the difference." At press time, 3DO foresaw 40–50 new games in the next few months, including system-specific titles like Star Fighter and Snowjob, as well as classics like Doom and Mortal Kombat 3. "And it won't just be a wimpy version of MK 3," Lindsey added. "We know what the system can do, and you'll see something above and beyond the arcade version."

In the long term, 3DO's looking to its M2 add-on, which will allow 3DO gamers to upgrade their systems to 64-bit, to surpass the Saturn and PlayStation. "M2 is way beyond the Saturn and PlayStation, which will reduce their life expectancy. The real boom will happen in 64-bit because of the improvements in performance," Lindsey said. Studio 3DO has more than ten M2 games under way and third-party developers like EA and Interplay are working on M2 games as well. With regard to the impending competition from Nintendo's Ultra 64, 3DO feels that it will get superior performance from the M2, so its games could consequently outshine Ultra 64 games. ☞

BLOCKBUSTER VIDEO® December Hot Sheet!

Super NES	Genesis
1. Killer Instinct	1. Madden '96
2. Mortal Kombat 3	2. NBA Live '96
3. NBA Live '96	3. Prime Time NFL Football
4. Earthworm Jim 2	4. Mortal Kombat 3
5. Super Mario World 2: Yoshi's Island	5. Earthworm Jim 2
6. Madden '96	6. NFL Quarterback Club '96
7. Separation Anxiety	7. WWF Wrestlemania: The Arcade Game
8. WWF Wrestlemania: The Arcade Game	8. Separation Anxiety
9. NFL Quarterback Club '96	9. College Football USA '96
10. Batman Forever	10. Batman Forever

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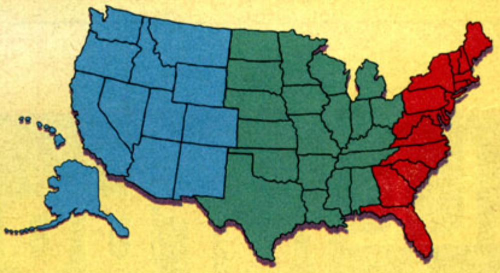

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Consumers will settle these points in the coming months, but 3DO's hedging its bets by broadening the scope of its business. Building on its M2 technology, the company plans to develop MPEG and 3D graphics accelerators for PCs, and will also begin work on Internet software. "Games will still be our core business," Lindsey said, "but these opportunities fit in very nicely with our gaming side."

At the Deadline

Look who's bringing games to the PC. **Sega** will complicate your shopping decisions this Christmas by offering six of its most popular console games for Pentium-based PCs running Windows 95: Sonic CD, Virtua Fighter Remix, Ecco the Dolphin, Tomcat Alley, Comix Zone, and Panzer Dragoon. These and upcoming titles will be sold under a new label, Sega PC.

Nintendo has announced its first RPG for the **Ultra 64**. Squaresoft is working on **Final Fantasy III**, which probably won't be a launch title but should be out sometime in 1996.

XBand, already a hit with SNES and Genesis owners, is also going PC. **XBand PC** will debut late this year to make head-to-head gameplay possible for Windows owners. The first games out of the chute will be Sport Accolade's HardBall 5, Capcom's Super SF II, and Zombie's Locus.

Sega has announced plans to open its first **Interactive Entertainment Center** (IEC) in America. Featuring interactive attractions, motion simulators, and the latest games, the IEC will open in Seattle, Washington, in July 1996. More than 150 similar centers are scheduled to open nationwide by the year 2000.

Sony is so pleased with **SingleTrac**, the 3D-software stars who created **Warhawk** and **Twisted Metal** for the PlayStation, that it signed up the Utah-based company for two new games. Still untitled, the two games should be unveiled in the second half of 1996.

After successfully debuting across America over the past year, **Sega Channel** is about to expand into Canada. The monthly cost for the cable service, which enables subscribers to play up to 50 games a month, will be about $19.

Months of back-and-forth negotiations have finally concluded for **Acclaim**, which has announced its acquisition of **Lazor-Tron**, a company that makes and sells interactive coin-operated ticket-redemption games in arcades.

The **Mortal Kombat Live Tour** continues to roll on. While dates aren't yet firm for all performances of the martial arts extravaganza, these venues are set for visits by the end of the year: Radio City Music Hall (New York), the U.S. Air Arena (Washington, D.C.), Pittsburgh Civic Center (Pittsburgh), Blockbuster-Sony Music Entertainment Centre (Philadelphia), the Gund Arena (Cleveland), and the Rosemont Horizon (Chicago).

Sega Sports has found a new way to get the word out about its products: through comic strips. Readers of *USA Today* will find a sports-themed strip in the paper's sports section every Thursday. In the strip, two fans comment on sports topics while playing Sega Sports games. G

Hot News from GamePro Online

America Online users can now get updates on all the happenin' video game news from GamePro Online. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to keep up with the latest word on the latest games.

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GAMEPRO ONLINE

Getting Into GamePro Online

There's a big, bright cyberworld out there, and GamePro is in the middle of it! Here's some of the action on GamePro Online.

By The Net Nut

GamePro Online has officially launched on America Online (AOL). So even as you read this magazine page, AOL subscribers are getting the latest, greatest news and information about video games through their computers. Here's a sample of what's going on in cyberspace.

Conference Calls

GamePro editors go online from 4:30–5:30 p.m. (PT) every weekday to field questions in the GamePro Online chat room. An excerpt from one conversation:

Q: What is Nintendo's exclusivity clause for the Ultra 64?

Bro' Buzz: We know they have a "Dream Team" concept, where they're trying to lock up games for the Ultra 64 only. Surely there will be games that cross over all platforms because it's a sure-fire way for the developers to make money on the title.

Q: Which has more potential, the Saturn or the Playstation?

Manny LaMancha: So far, we've seen better quality software for the PlayStation, but don't count Sega out yet (uh, oh, the editors are fighting on the floor about that question!).

Message Boards

Subj: Ultra 64
From: Simba3535

Two weeks ago, I was overseas visiting Nintendo of Japan about a job in video game programming. The Ultra 64 does exist, and Killer Instinct 2 will blow you away. The only reason for the Ultra 64's delay is that Nintendo wants 20 to 30 games available at release.

Subj: 3DO RULES!!!!!!!
From: SDema28166

3DO is the best game system on the planet! When Phase 2 is announced and the M2 is released, the Saturn and PSX (PlayStation) are going to wither out and die! The M2 is 10X faster than the PSX. Compared to the M2, Saturn looks like the Jaguar. ■

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To join: Call America Online, 800/492-8811

NetPro

What's on the Web? Plenty! NetPro will present the best of what we find on the Internet. For example, here are some new World Wide Web addresses for game companies. (See "Surf's Up! Online Video Game Information," June, for more sites.)

Catapult Entertainment:
http://www.xband.com

Nintendo of America:
http://www.nintendo.com

Sega of America:
http://www.segaoa.com

Sony of America:
http://www.sepc.sony.com

Williams Entertainment:
http://www.wms.com/williams

Electronic Arts
http://www.ea.com

Interplay
http://www.interplay.com

LucasArts
http://www.lucasarts.com

Virgin Interactive Entertainment
http://www.vie.com

id Software
http://www.idsoftware.com

Live from AMOA

GamePro Online presented live updates from the Arcade Machines of America (AMOA) show in New Orleans. AOL subscribers joined in on five conferences with Ed Boon of Williams/Bally Midway, plus key insiders from Time Warner, Namco, and SNK. Some hot news from the show:

Mark Turmell and Sal DiVita flank Bret "Hit Man" Hart at AMOA.

- NBA Jam creator Mark Turmell is working on a new game for Midway. Turmell will join a GamePro Online conference in December to get ideas from gamers – whoever submits the best idea will be put into the game as a hidden character!
- MK 4 is definitely happening for late '96. According to Ed Boon and John Tobias, it will look very different from past versions and will be more of a rendered 3D game.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

WHAT ARE
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LOOKING AT?
ME OR THIS BIG FAT
ZIT? THIS BULLSEYE IN
THE MIDDLE OF MY
FOREHEAD? ISN'T THERE
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IT OUT OF MY LIFE? THAT DIGS
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THAN THE NUMBER ONE
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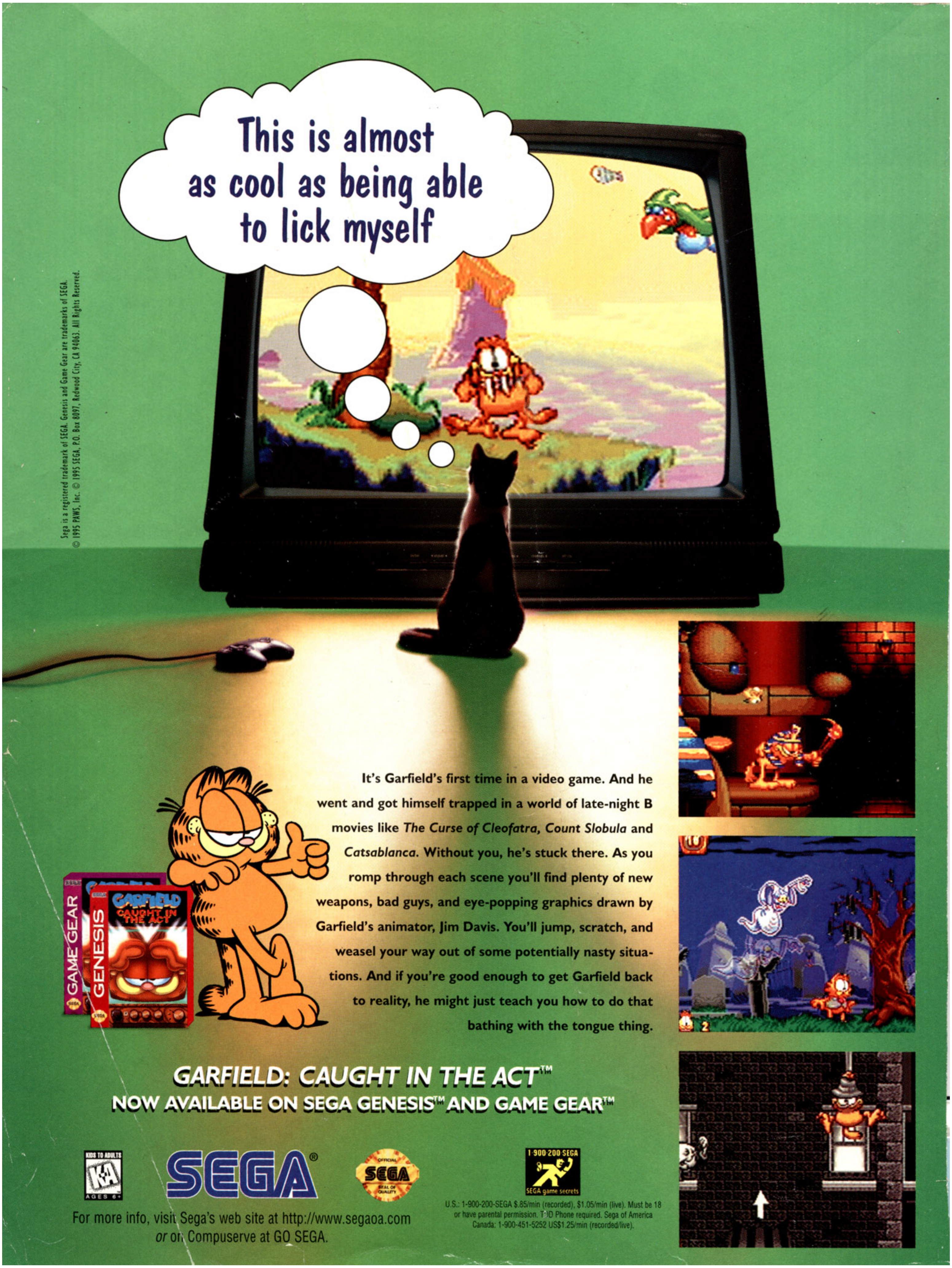
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